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ULTRA GAME PLAYERS

No. 93
JANUARY '97
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VIDEOGAMES 1997

50 shocking predictions! We answer YOUR questions:

- Will Sega release a new system? What about VF3?
- When will we get Nintendo's 32-bit color handheld?
- What drastic steps will Sony take to stop Nintendo 64?

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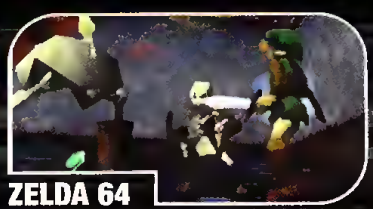


SPECIAL N64 REPORT!

THE LATEST PICS & INFO FROM NINTENDO'S TOKYO SHOW!



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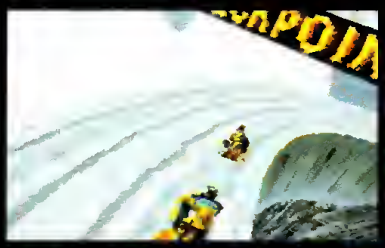
ZELDA 64

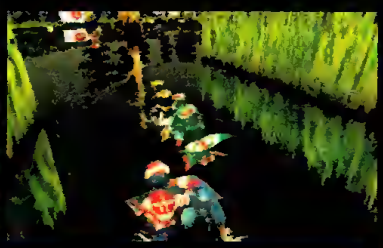
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No. 93

JANUARY '97

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COVER STORY

Predictions: the word from beyond or just a load of... well, you know. The *ULTRA Game Players* staff goes to our 'Magic Crystal Ball' and, when it's not saying 'Ask again later', it gives us the low down on the future of the videogame industry. The future is now and you can read all about it.



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ULTRA GP PREDICTS!

REVIEWS

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PREVIEWS

ALL ACCESS

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NEWS

WIN

Run and Gun 2 arcade machine!

106

In our new *ULTRA GP* GameShop section, you'll find loads of super-cool prizes, including your very own *Run And Gun 2* arcade machine! You can also try your hand at snagging an N64, a PlayStation, games, and lots more!





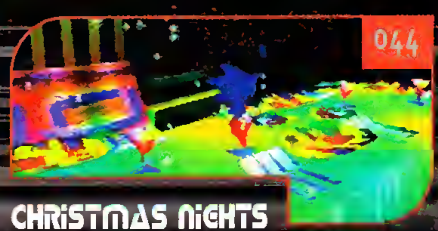






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SCUD



044

CHRISTMAS NIGHTS



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DARK EARTH

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some games have playoff potential, while others... PAGE 096

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tips by folks who know how to cheat! PAGE 110

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TEEN

1 OR 2 PLAYERS

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1 OR 2 PLAYERS



ISSUE 93 LOADING...



EDITOR CHRIS SLATE

Here we go! It's the start of a brand new year! A year that's sure to hold many exciting new developments in the videogaming arena! Here at ULTRA Game Players, we're starting off the year with a bang, too! Just check out all the fantastic games that we've packed into this issue!

We've got previews of *Spider, Scud, Bushido Blade, Soul Blade, Test Drive* and more. We haven't been ignoring the reviews, either! We bring you the lowdown on *Twisted Metal 2, Shadows Of The Empire, Cruisin' USA, Sonic 30 Blast, Kings Field II, Contra: Legacy Of War, KI Gold* and *Mech Warrior 2*, just to name a few!

And, as a special bonus, we go way out on a limb and make 50 predictions about what the future has in store for videogames in 1997! We're not sure if we're gonna be 100% right, but then again, how many of those so-called psychics are ever right? Personally, we're still waiting for Liz Taylor to have that alien baby we heard so much about...

We've got all that, plus our usual great collection of news, gossip, strategies, and, yes, your letters.

So what's the big hang up? You want to get right down and start reading! After all, we pretty much predicted that you'd do just that! Hey, what do you know? We got one right! Oh well, it's a start anyway... Enjoy! >>> C.S.

THE TEAM



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Editor Chris Slate prophesizes that Mario will appear in many more games in the future and, strangely enough, they will all have perfect scores! Coincidence?



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Features Editor Patrick Baggatta foresees a time when his knowledge of Japanese will save a thousand lives when he screams 'Hey, isn't that Godzilla?' while in Tokyo.



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Reviews Editor Roger Burchill can see a mental breakdown in his future, brought on by a Mike Salmon review that doesn't contain a single spelling or punctuation error!



mike salmon

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Preview Jock Mike Salmon predicts that, in the future, every basketball videogame will feature Little Penny and his brand new, super cool sidekick, Little Mike!



bill donohue

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Managing Editor Bill Donohue doesn't believe in predictions, except for what he hears on the Psychic Pals Phoneline, which has to be true, 'cuz it costs money, right?

JANUARY 1997

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The Disc

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you pictures of the games, and tell you about the games, but it's impossible for us to actually put the controller in your hands and let you play the game for yourself, or even see the game in motion. Enter the ***ULTRA Game Players*** Disc.

On the disc, which works on both Macs and PCs, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and MAC titles. We've also thrown in some online software to bring you up to speed. Read the print magazine, then view the disc to get the full ***ULTRA Game Players*** impact.

SPECIAL FEATURE



In keeping with our 'looking into 1997' theme, we've packed in a massive* Final Fantasy VII *demo for all of you RPG fanatics. On another note, we've also tossed a couple of hot tips onto the disc as well — race the shark in* Wipeout XL*, anyone? Let's go!

Final Fantasy VII

PLAYABLE DEMOS

PC

Creep Night: *3D Ultra Pinball: Creep Night* has everything your twisted little heart desires! Ghouls, goblins, and realistic pinball physics!

A Fork in the Tale: What could be more fun than getting shot, waking up in Eseveron and making fun of bad clothing as you save the world?

Microsoft Soccer: Lace up your cleats and pull on your shinguards. *Microsoft Soccer* delivers action so real, it hurts.

StarFleet Academy Trailer: Here is your chance to attend and graduate from the most prestigious academy of all time, *Starfleet Academy*.

Zero Population Count: A unique combination of surreal art, pulsing soundtrack and intense gameplay, *Zero Population Count* rocks!



Can you regain your Psionic Crown in *Zero Population Count?*

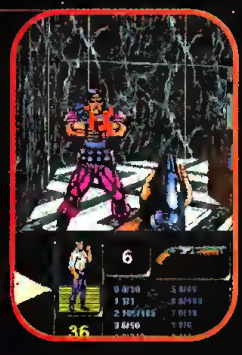
MACINTOSH

Skullcracker: Prepare to battle the undead, the unearthed, and the unleashed in a supernatural non-stop fighting game on PC & Mac CD-ROM.

Prime Target: *Prime Target* is an action-packed, shoot 'em up murder mystery, with advanced first-person 3D technology!

Souls in the System: *Souls in the System* is a sophisticated arcade game featuring the most detailed physics of any game ever created!

Zero Population Count: Places the player as a Psionic War Messiah recently released from cryogenic imprisonment. You must regain the crown!



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Step 3: Follow the easy online instructions and when prompted, enter the registration number and password found below for your FREE trial of America Online.
(Windows '95 users replace Step 2 above as follows: Click on the Start button on the Windows '95 Task Bar and select Run. Type D:\AOL\SETUP.EXE (or E:\AOL\SETUP.EXE)).

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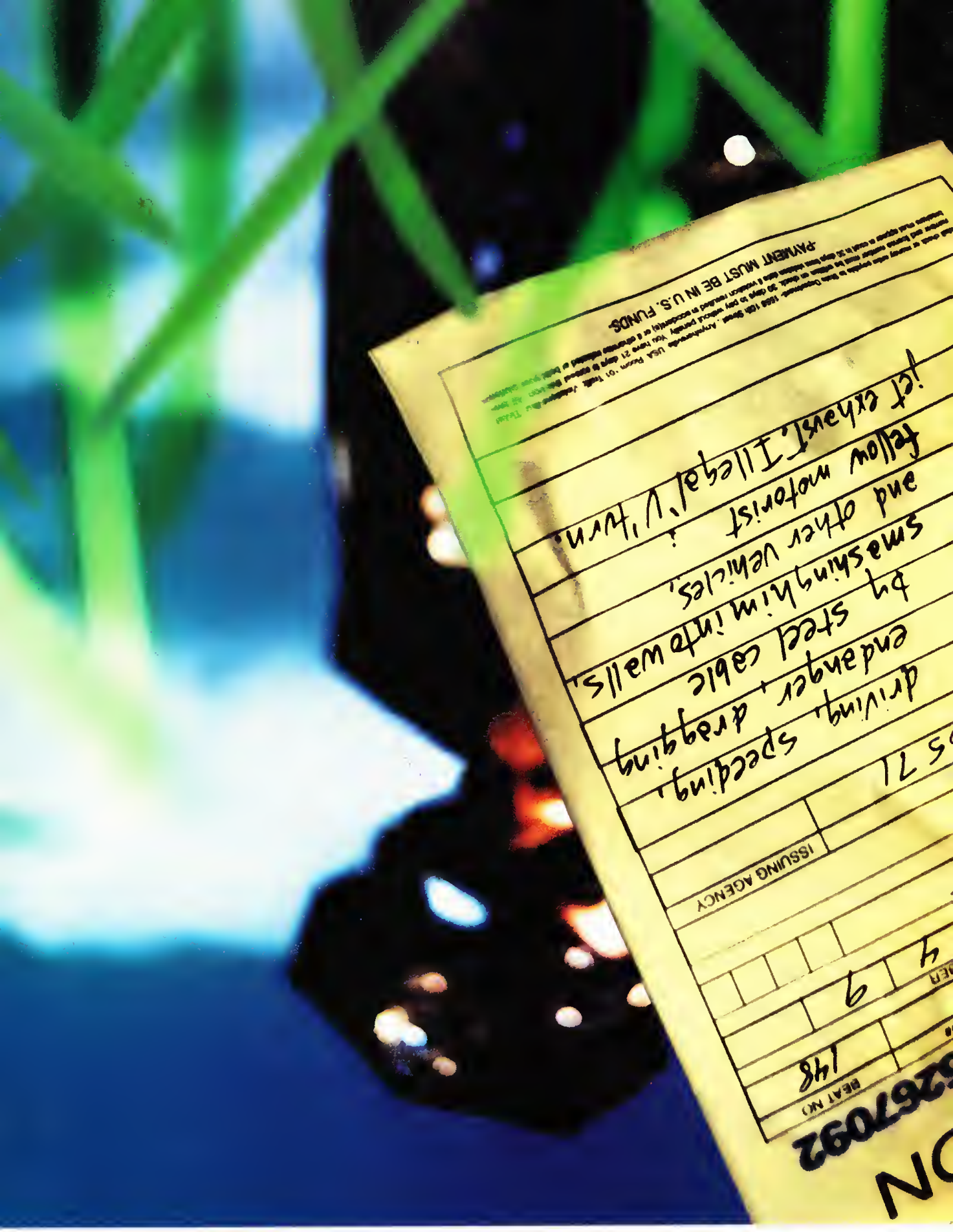
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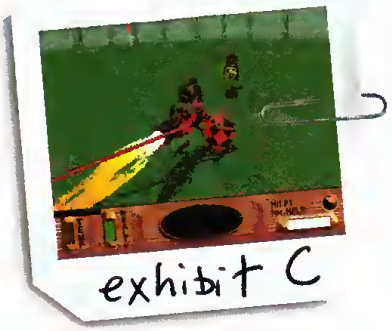




Suspect erects "clothesline" between two pylons, knocks oncoming driver off his vehicle, steals said vehicle, then runs over driver repeatedly with it. Claims he was participating in a "friendly" game of "Rocket War."



Suspect drives at speeds in excess of 100 mph over speed limit, cutting off other drivers, endangering drivers by running them into walls and pylons. On the street, this is known as "Rocket Racing."



Suspect, armed with large ball attached to cable, drives erratically, smashing ball into oncoming vehicles, hurling ball at other drivers in an attempt to score points during illegal, unsanctioned game of "Rocket Ball."

Rocket Jockey™

ROCKETS AND JOCKEYS.

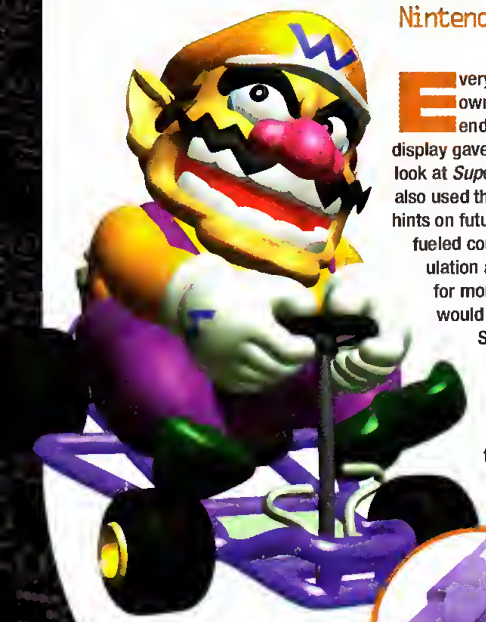
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SHOSHINKAI '97:

Nintendo's annual show did not disappoint



Every year Nintendo holds its own show in Tokyo at the end of November. Last year's display gave the world its very first look at *Super Mario 64*, and Nintendo also used the opportunity to drop hints on future projects, which have fueled countless rumors and speculation among gamers desperate for more news. All Nintendo would say is, 'wait for Shoshinkai...'. We waited a full year, and Nintendo did not disappoint.

A total of 38 games were shown on the show floor, some of them playable with more on videotape. The show's big guns were unquestionably *Mario Kart 64*, *StarFox 64*, and *Zelda 64* — the first two were playable, *Zelda* was not. *Blast Corps.* was Nintendo's third playable game, but while it looked significantly improved since last year's E3 show, it didn't seem to make any major waves with the crowd, especially since it sat beside the amazing *StarFox* and *Mario Kart* displays. Those games are definitely at the same quality level of *Mario* and *WaveRace*, and they offer features that players haven't seen before. Both games have four-player competitive modes, and *StarFox* also utilizes Nintendo's new 'Jolt Pack' (temporary name).



Nintendo's new 'Jolt Pack' isn't *exactly* force-feedback, but hey, it's cheap and it's fun.

This new peripheral plugs into the memory cart slot underneath the N64 controller, and vibrates at different rates to match the action on-screen, giving the player a simple level of 'force-feedback' that has, until now, only been used in arcade games. In *StarFox*, the effect is used when your ship takes a hit, or when you fire missiles. The Jolt Pack also works with *Blast Corps.*, shaking the controller around as you ram into buildings and over debris. It was hinted that other enhancement controller packs were also in the works, and a videotape went as far as to show a mock-up of a pack that transforms the N64 control pad into a weird kind of light gun (hmm...). The Jolt Pack should retail for around $14 in Japan.



The official 64DD is nearly identical to the mock-up pic that has been on the Internet for months. Nintendo says that this model is 'as close to production as it gets'.

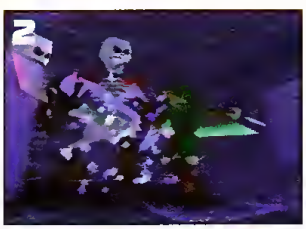
The mysterious 64DD readable/writable disk drive made its first public appearance, but without any playable games. Instead, Nintendo went out of its way to demonstrate the technology through other means. Showgoers could play *Super Mario 64* on the unit, which was set up so that players could see how close the loading time is to the original N64 cart. To show-off the 64DD's writable medium, Nintendo reps took photographs of people's faces, then stored their images on a 64DD disc before stretching, manipulating, and texture-mapping them on-screen. *Zelda 64*, at least, was confirmed to be a 64DD game, although it is still unclear weather the game will be a stand-alone 64DD disc, or a disc/cart combo package. *Mother 3* (the sequel to Earthbound in the U.S.), also appeared on tape, and was rumored to be the second 64DD title.

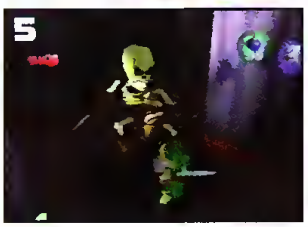
Nintendo also took time to pat itself on the back for the most successful worldwide launch of any 'next-generation' system so far. They

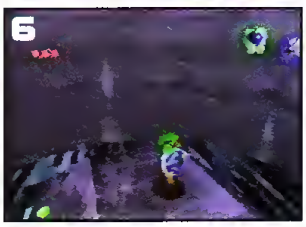
ZELDA 64

Even though it wasn't shown in playable form, *Zelda 64* was still the top draw at Shoshinkai. Gamers 'ooh'ed and 'ahh'ed at quick video clips that showed Link trekking through a 3D version of a classic *Zelda* underground dungeon, showing off his smooth motion capture and fighting off giant skeletons along the way. When looking at the screens, notice that many of Zelda's traditional elements are apparent, such as the Heart Containers, Rupees, and the A and B weapon buttons. Zelda 64 should hit around fall with 64DD.



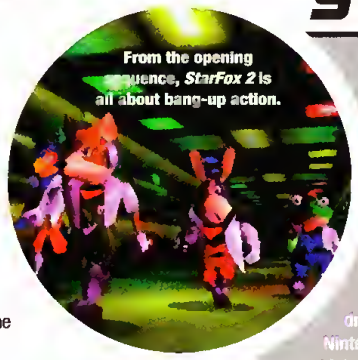






NINTENDO STANDS TALL

handed out reports stating that the N64 had sold over 750,000 units in the U.S. alone, in just eight weeks after its launch. Most of the other games shown will come over to the U.S., but a few were clearly much too Japanese for our market. We'll have an expanded Shoshinkai report next issue, but for now let's concentrate on Nintendo's real meat and potatoes. So, drool over these screens and don't dare miss our expanded report in next month's issue!



From the opening sequence, *StarFox 2* is all about bang-up action.

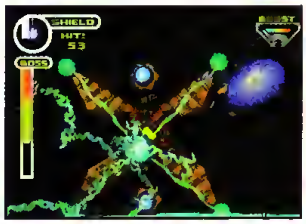
STARFOX 64

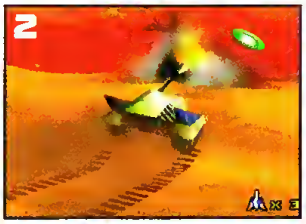
S... Nintendo ... Super ... ing it up, and ... extraordinary. ... is fast and ... crisp, clear ... make enemies ... target than the ... inal. The analog ... a dream, and ... Nintendo's forthcoming 'Jolt Pack' which causes the controller to shake when it takes a hit. Plus there's a four-player vs. mode! I got dibs on Slippy!

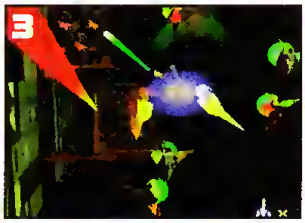


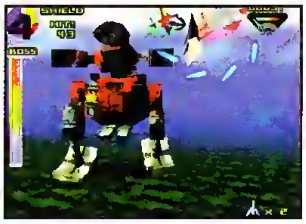
Fox and da boys get nasty on evil alien butts in *STARFOX 64*.

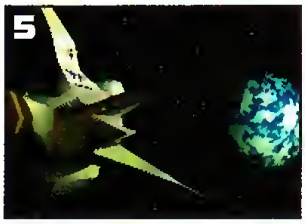
Yaowl 'Dem bolts o' lightnin' is shockin'! The new land-based tank levels are a good break from the usual space-shootin' action. Check out tha tread marks! 64-bits means lots more enemy ships on-screen at once! This giant boss robot is a softie — just blast his arms and legs off. Tha StarFox crew travel from planet to planet in this big-ass ship. This mid-boss is one smooth-movin' space robot. The whole crew is back, and that's one fina logo! Check out the water reflection!

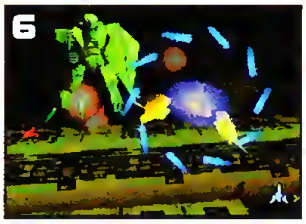




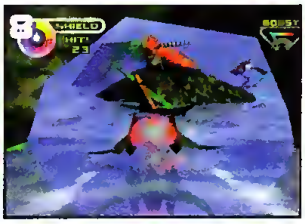






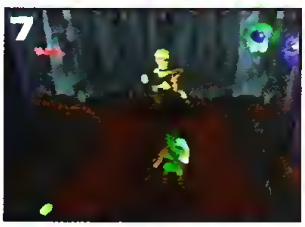


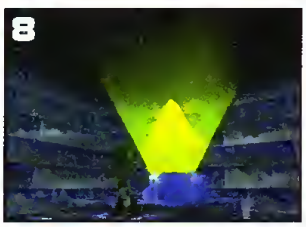








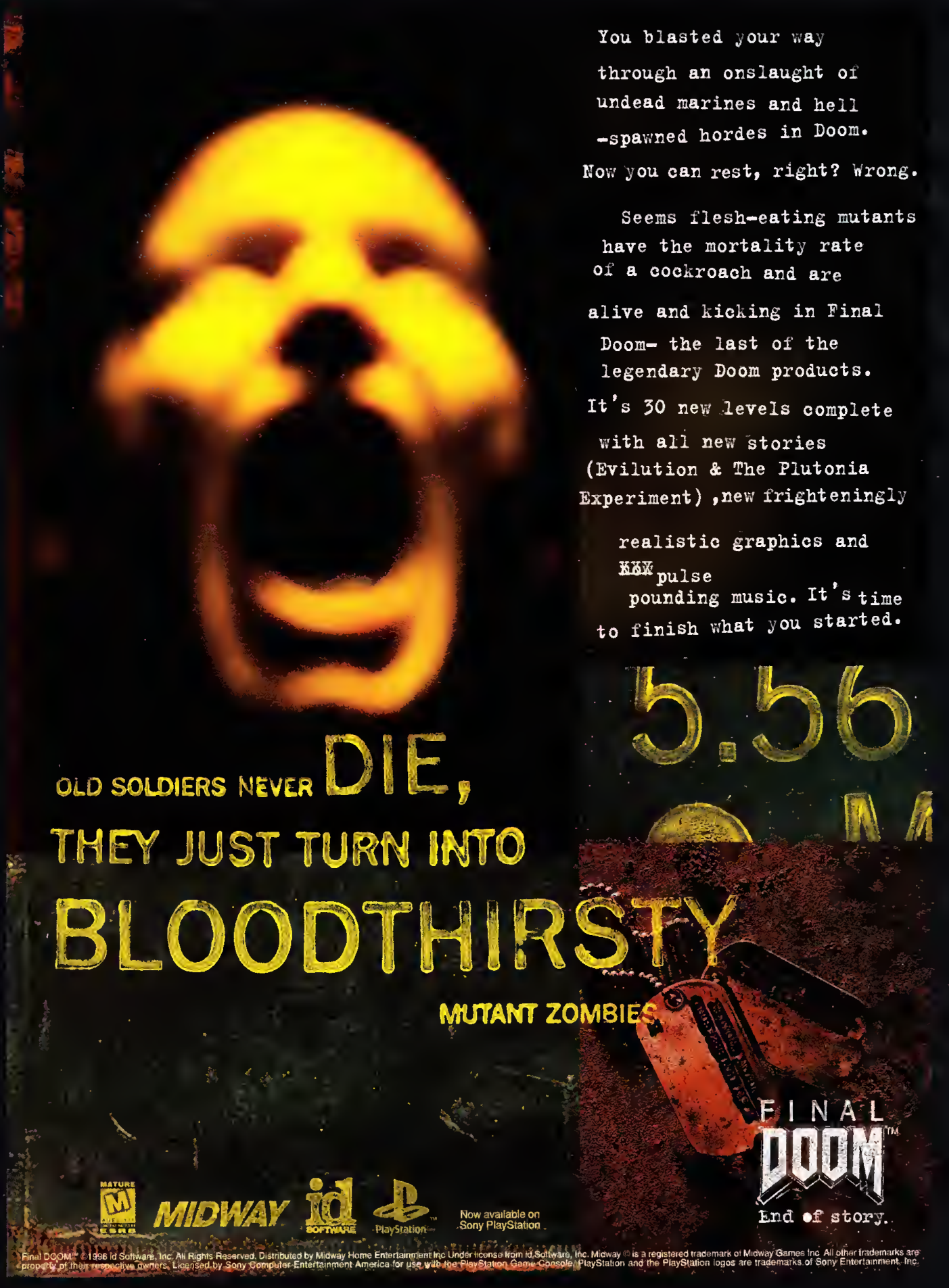




1 An older Link appears to place this adventure right after *Zelda II*.
2 Big, nasty skeletons.
3 Just after Link enters this room, the door shuts and he reaches for his sword. *Way* cool.
4 Link has miles of cavern to explore.
5 The light sourcing is incredible.
6 The only known picture of the above-ground.
7 Link drops into this area from above, and finds another skelly.
8 Ahhh, Triforce.



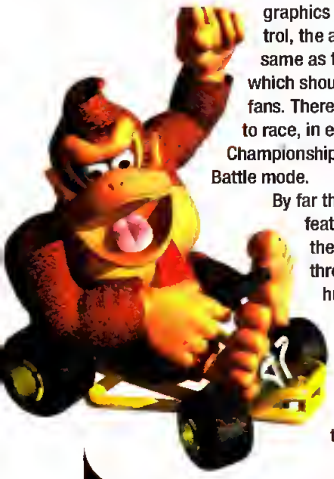
FINALLY — new pictures of *ZELDA 64*. Does this game just look freakin' cool, or what?



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MARIO KART 64

By far the most hyped game of the Show was *Mario Kart 64*, probably because it's the next one that Nintendo plans to have out (it hit the streets on December 14th in Japan). Fans lined up to play the rows upon rows of *Mario Kart*-equipped N64s, and none went away disapointed. Despite the fancy new graphics and analog control, the action is much the same as the original game, which should please die-hard fans. There are over 20 tracks to race, in either Championship, Vs, Time Trial, or Battle mode.

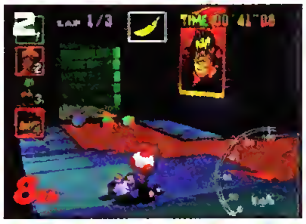


By far the most impressive feature of the game is the ability to race three or even four human opponents at once, via a wicked split-screen mode. Trust us, you *will not* want to miss this one.

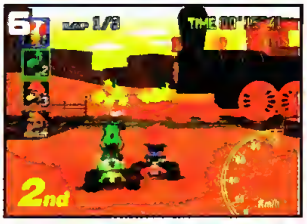


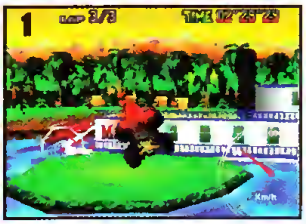














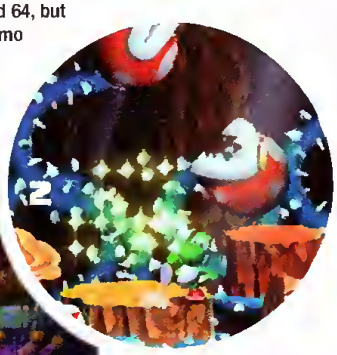




1 That's one long jump for Donkey Kong — can he clear the riverboat? 2 Unlike the original *Mario Kart*, the sequel has hills and steps to race over. 3 All the old guys are back, but Koopa has been traded for Wario. 4 You now get your items from floating 3D cubes. 5 Many track elements were taken directly from *Super Mario 64*. 6 Better beat that train! 7 The four-player mode is awesome (just grab a big TV). 8 Racing on a busy freeway is big fun! 9 Burn some rubber inside Bowser's castle.

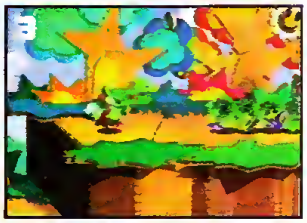
YOSHI'S ISLAND 64

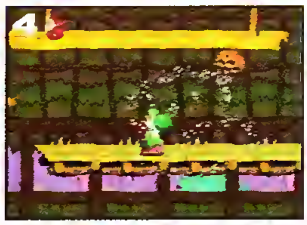
Next to nothing was shown on the eagerly-awaited Yoshi's Island 64, but the small crumbs on Nintendo's promo tape look astounding, with loads of parallax scrolling and an amazing assortemnt of pastel colors. Yoshi's still throwing eggs, but baby Mario is gone! We can't wait!

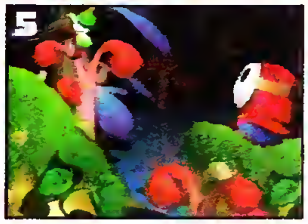


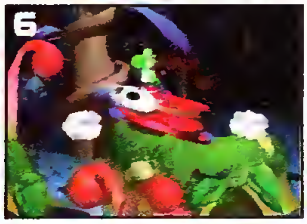


1-3 *Yoshi 64* may be 2D, but the graphics are state-of-the-art. 4 The hand points Yoshi in the right direction. 5-6 That critter's pretty big, but Yoshi still flattens 'im!



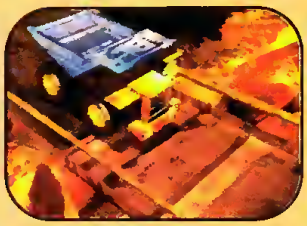






MORE GAMING JOY

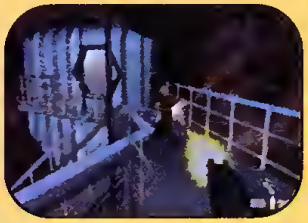
Many more games were shown (38, in fact), but alas, we've run out of space. Check back next month for more N64 madness!



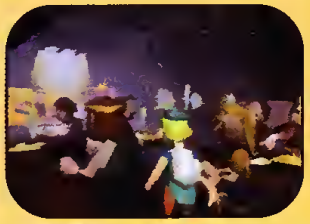
Blast Corps



Kirby's Air Ride



GoldenEye



Mother 3 (sequel to *Earthbound*)

THE ONLINE GAMING WARS BEGIN

Both TEN and MPath Interactive launch online gaming services

On September 24th, the Total Entertainment Network (TEN) was the first of the two services go live. So far, there have been no major technical hitches. The most popular games have been *Command and Conquer*, *Dark Sun* and TEN's exclusive, *Duke Nukem 3D*. Since that time, TEN has also added *Quake* to its lineup.

A spokesperson offered: 'It's been very busy the last few weeks, putting on the finishing touches. It's always been the goal for us to be the first site up and it's a tremendous milestone. It definitely gives us an advantage.' For more information on TEN, be sure to check out www.ten.net.

MPlayer, MPath Interactive's new online service, kicked off on October 30th, with a number of events, many of which focus around its *Quake* offerings. All-night tournaments, new clan seedings, events with the press and a new *Quake* variant, *Q-Ball*, have all marked MPlayer's launch with some distinction. *Q-ball* is a strange new form of *Quake* in which a player controls a ball. Points for a team are earned in how long they can hold the ball. The key is that the current ball carrier can't shoot, and therefore must depend on his teammates for defense, and his abilities to run from and evade opponents. For more information on MPlayer, be sure to point your browser to www.mplayer.com.

On both services, latency is occasionally noticeable, but not at all unbearable in action games such as *Duke Nukem* or *Quake*. In other games, such as *Command and Conquer*, the latency is hardly even noticeable. With a decent 28.8K connection, both services are a load of fun and have fairly comparable charter rates with both hourly and flat rate options.

The showdown between these two services (and others as they come online) will inevitably come down to four major criteria: support for better games, interface, quality of membership and least noticeable latency. As it stands right now, neither one has established any major advantage over the other, and only in the months that follow will we be able to get a better idea of which service will emerge dominant.

SEGA SLASHES SOFTWARE PRICES

In the ongoing console wars, Sega has fired an important shot in cutting the price of its titles.

Amid the partial release of the timeline for its eagerly awaited arcade conversions for Saturn (so called the 'Blood, Sweat and Tears' line-up) was the announcement that Sega published titles would be priced between $19.99 and $59.99, thereby completely eliminating the $69.99 price point.

In line with the new pricing pattern, Sega reduced prices of more than 20 Sega Saturn arcade and character-based titles released earlier this year.

In addition, Sega has increased retailer margins by up to four percent on software between $29.99, $39.99, and $49.99, the most prevalent price points for new Sega Saturn software. Such a move can only help Sega's relations with retailers given that profit margins are generally quite slim for this industry.

Retailers are already reporting increases in the number of Saturn software sales with the new price points, even beyond the expected increases due to additional system sales. The new price positioning will certainly help the Saturn this Christmas season.

Many industry pundits have placed major emphasis on this rather bold move from Sega. With the Saturn falling further and further behind in US sales, some action was clearly necessary from Sega of America. Clearly, while the line between being the 'bargain' solution and being fair priced is a very fine one, Sega can expect excellent consumer response, provided it can re-establish itself as a 'sexy' option. With its pervasive and persuasive marketing campaigns this Christmas, the new software pricing scheme is likely to help revive Saturn's sluggish sales.

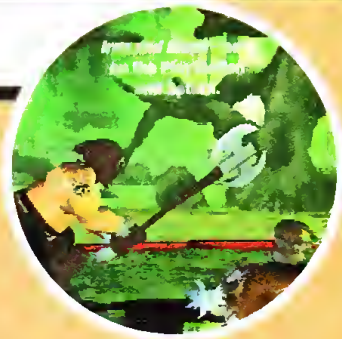


These Saturn titles will soon be undergoing a price reduction. Looks like now is the time to stock up on a bunch of great games.

Unfortunately, Sony seems to have been completely unfazed by the move from Sega, sticking to its higher price points, even in the light of the new competition from Nintendo. Nintendo, of course, is the least flexible in its software pricing, given its use of 8MB and larger ROMs which are far more expensive to produce than pressing Cds. The cheapest price point for a Nintendo title is current $59.99 — the most expensive point for Sega. Parents this Christmas will undoubtedly look more favorably upon the Sega pricing scheme.

TAKE 2

Take 2 acquires Mission and announces agreement with Legend



Take 2 has been making some fairly major moves within the software industry. The New York based developer/published recently announced that it had acquired Inverness, Illinois based Mission Studios.

'We had been looking to acquire a company for a while, and the quality of the *Jetfighter* series caught our eye. We needed a smaller company, turning out quality product that we could just sort of add on to ourselves.' said Lance Seymour, marketing manager for Take 2.

Take 2's initial contact with Mission was some time ago, when it acquired the rights to the *Battlecruiser* series from Mission. After working out that agreement, relations between the companies stayed close and, after seeing Mission's *Jetfighter 3*, Take 2 decided to attempt the purchase.

On another front, Take 2 is expected to announce its agreement with Legend regarding the publishing of Legend's forthcoming *Calahan's Crosstime Saloon* for PC. Agreements on future titles may also be in the works with Legend.

Take 2 is probably best known recently for its *Iron and Blood* fighting game, which is appearing on PlayStation and Saturn. As a side note, the M2 version of the game (which was the original version) has recently been canceled as a result of an agreement between Take 2 and 300.

The cancellation of yet another M2 project, especially one that 300 was directly associated with, casts future doubt on the chances of success for Matsushita's next console. For more information on these developments, be sure to check out the gossip section this month.

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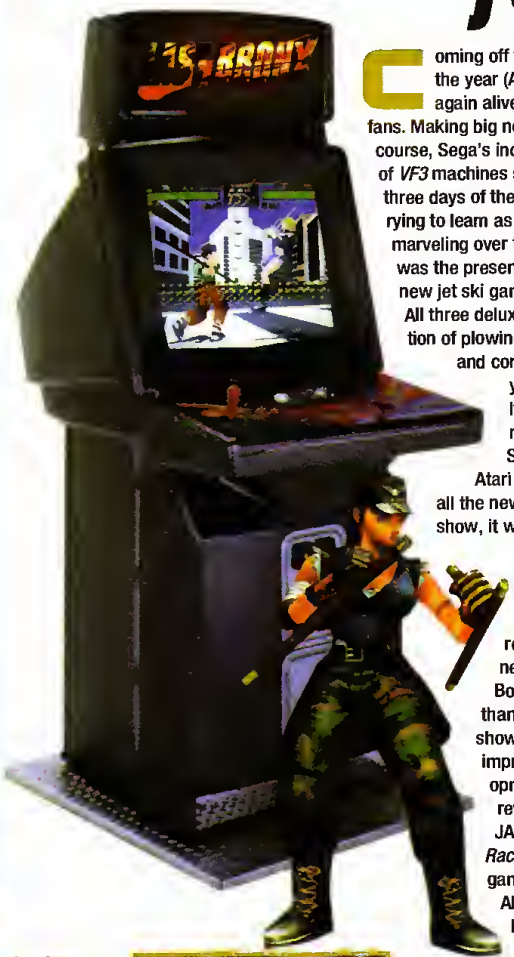
The latest addition to Sony's US management team hails from Sony Europe

The Sony company has appointed Phil Harrison as vice president of third party relations. Harrison had previously been based in Sony's London office where he helped in the PlayStation's successful launch into Europe.

In this role, he will be responsible for beefing up contact between Sony and its third parties. He'll be aiming to improve technical support (a common gripe among third parties) and managing a stable and sensible release schedule. Another of his responsibilities is maintenance of Sony's quality standards. All of the third party titles appearing on the PlayStation must be approved by him. With Sony's track record for denying games that don't display the PlayStation's 3D capabilities, Harrison is likely to reverse this stance. While under his command, Sony Computer Entertainment Europe has allowed numerous titles that weren't 2D (such as the smash Euro hit *Worms* from Ocean) that SCEA had initially opposed. With the rumors that Command and Conquer for PlayStation had an extremely difficult time getting approved by Sony, Harrison's presence will hopefully make it such that developers have less hurdles to overcome when bringing an excellent game to Sony despite the fact it may only be 2D.

Harrison fills the position that was once held by Bernie Stollar, who defected to Sega earlier in the summer, just before Sony's most recant senior shuffle.

ARCADE focus



Coming off two of the biggest arcade shows of the year (AMOA and JAMMA), the industry is again alive with new prospects for coin-op fans. Making big news at the AMOA show was, of course, Sega's incomparable *Virtua Fighter 3*. A line of *VF3* machines stayed busy from open to close all three days of the show, with fans of the series hurrying to learn as many new moves as possible and marveling over the new features. Also big at AMOA was the presence of not one, not two, but three new jet ski games from Namco, Sega and Konami. All three deluxe units gave the player the sensation of plowing through waves, flying off ramps and cornering some of the tightest turns you're likely to find in the open sea.

It was also a big year for traditional racing games, with companies like Sega, Jaleco, Konami, Williams and Atari making their usual contributions. Of all the new racing games introduced at the show, it was Jaleco's *Super GT 24h* that made the biggest impact. Built on Sega's Model 2 board, *Super GT* is due out on Saturn this year.

Also making big news recently is Konami's unveiling of its new Cobra arcade hardware. Boasting similar, if not better, specs than Sega's Model 3 board, Konami showed a video tape demonstrating an impressive new fighting game in development for the board. Other games revealed for the first time at the JAMMA show were Namco's *Alpine Racer 2*, as well as a downhill skiing game from Sega called *Super G Slalom*. Also, a brand new racing game from Konami called *GTI Club* was shown, alongside its other racing game, *Winding Heat*. Certainly, this is the most exciting time of the year for arcade fans and for plenty of good reasons.



Sega's miraculous *Virtua Fighter 3* is in arcades now and is sure to be one of the biggest games of the year.



Konami's *Wave Shark* is one of three new jet ski games.



Jaleco's *Super GT 24h* is one of the most impressive racing games due out for a while.



An update to *Cruisin USA*, Williams' *Cruisin World* is more of the same with better graphics and more exotic locations. A lot of gamers were getting their kicks on Route 66 with this hot title!



Following on the heels of its smash hit, *Alpine Racer*, Namco's *Alpine Surfer* puts a snowboarder's twist on this downhill racing engine.

OPTIONS

Rating Key
- PREMIUM ★★★
- STANDARD ★★
- DEFICIENT ★

New Ways to enhance the Gaming Experience

- RATING: ★★★
- PRODUCT: Wireless Pro Controller
- COMPANY: Naki International
- SYSTEM: PlayStation
- PRICE: $42.99

One of the problems inherent to game controllers is that the length of the cord dictates where the player sits. Depending on the gamer's home set-up, this sometimes requires the player to endure undue discomfort in order to spend the hours in front of the TV that his favorite game warrants. Naki's line of wireless controllers seeks to offer a new freedom to the huddled masses of videogame players.

Naki's Wireless Pro Controller for the PlayStation stands well on its own just from the perspective of controller design. The shoulder-buttons are a little on the plasticky side, but overall, the controller fits nicely in the hand and is a quality alternative to the standard PlayStation controller. The uniquely designed directional-pad could even be argued as preferable to Sony's awkward four button design. The addition of turbo and slow-down buttons round out a nice package.

But of course, the most important feature of the controller is its wireless nature and it fulfills that function wonderfully. Within 15 feet, the controller can be played even at a 45-degree angle, and if the gamer sits directly in front of the screen that range is extended to 35 feet. As long as nothing obstructs the unit's infrared beam, the system works flawlessly with no discernible signal delay problems. Gamers of the world rejoice, comfort and freedom now fits in the palm of your hand.



Naki's Wireless Pro Controller for PlayStation means you won't get in trouble for 'Sitting too close to the TV!' anymore.

- RATING: ★★★
- PRODUCT: Saturn Stick
- COMPANY: ASCII Entertainment
- SYSTEM: Saturn
- PRICE: $44.95

There's always been a strict separation between pro-joystick gamers and pro-control pad gamers. Part of the problem has been the unsatisfying feel of third party joysticks available for the home console systems. The Saturn Stick by ASCII Entertainment attempts to change the reputation of home joysticks through the use of superior materials.

The Saturn Stick's high point is definitely its quality construction and feel. Most of the impression of quality can be attributed to the use of steel for the base of the controller and for the actual control stick. The eight control buttons also have that elusive feel of qualify instead of the imprecise feedback that is offered by most third-party products. The extra long cord is also a plus.

The only drawbacks for the Saturn Stick is the irritating metallic clicking of the joystick (The metallic clicking seems to be an industry standard for joysticks, but we've yet to meet anyone that likes it.) and the dearth of any additional turbo or programmable abilities. Overall, the Saturn Stick is a quality product for someone looking for a home console joystick, but it doesn't offer the bells and whistles of some of its competitors.



Quality construction is emphasized over program options in the Saturn Stick.

INITIAL N64 SELL OUT

Nintendo frontman, Howard Lincoln, boasts of Nintendo's initial sales.

Nintendo said the N64 has sold more in one week than PlayStation sold in its first 13 weeks. In an official statement, Lincoln claimed that all of the 350,000 units initially shipped sold through within less than a week of launch.

'We're looking at a potential 'Cabbage Patch' doll situation for the holiday season' he said. 'We know it's on most kids' top ten list of 'wants' for the holiday, so we want to do everything we can to ensure there won't be disappointment.'

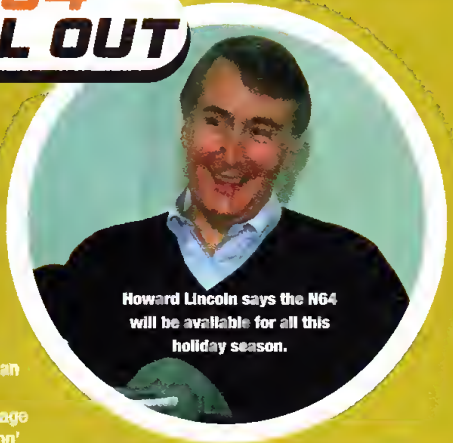
Nintendo has estimated that it could easily sell as many as 1.5 million units by the end of the year. While shortages were predicted earlier, these reports have been greatly exaggerated. Whether as a conscious marketing ploy or as an actual shortage situation, the controlled supplies have created an extremely high demand. Conveniantly enough, Nintendo has freed up enough units to meet all of the estimated demand for the Christmas season.

Jeffrey Griffiths, Electronics Boutique's senior vice president said: 'In all my years experience in the retail industry, I've never seen this type of frenzied consumer demand for a home videogame system. We've been inundated with unprecedented demand.'

Nintendo's latest sales predictions states that the Nintendo 64 will be in more than six million homes between Japan and the US by March of 1997. Should it come to pass, it would continue the trend of the Nintendo 64 being the fastest growing console in history.

Without question, the US launch of the Nintendo 64 will be remembered as the most successful initial launch in history, however, in the weeks that have followed, considerable slowing of sales due to a lack of software has taken its toll just as it did in Japan after its launch there. With the development schedule looking somewhat bleak for the remainder of 1996, it is expected that Nintendo will continue to ride on *Mario 64* for its continued sales success.

Clearly, Nintendo has relied largely upon the gaming press to get the message out to early adopters that the Nintendo 64 is an excellent piece of hardware. Its 'Change the System' ad campaign, while somewhat lackluster, has also given the Nintendo 64 widespread exposure and allowed it to move an impressive number of units.



Howard Lincoln says the N64 will be available for all this holiday season.

NEWS FEED

• The GameGen II 3D modeling environment from Multigen is now shipping for Windows NT. The package allows for SGI workstation-like performance at a fraction of the price for developers.

• Telegames has picked up the rights to publish *Towers II*, *Zero Five* and *Breakout 2000* for the Jaguar. The titles should be appearing on selected store shelves and direct from Telegames by the time you read this.

• *Wipeout XL* was exhibited at the New York and San Francisco legs of the Low Res film festival. The festival focuses on how film makers utilize computers and digital tools in budget movies.

• Eidos has officially dropped the US Gold and Domark brand names. Eidos now says it will only use developer names if an external company is involved in the project.

• EA's *FIFA '97* will be released first in Japan as *J-League Live 64* by Christmas. It will appear in the US early in 1997.

• Working Designs is bringing Sunsoft's *Albert Odyssey* for Saturn to the US in February 1997.

• Alps Electronics has launched a new PlayStation controller. Its design is far larger than the original PlayStation controller and has the smoothest directional pad on the market.

• HudsonSoft (of *Bomberman* fame) is working on a new fighter for Nintendo 64 which has been tentatively called *Dual Heroes*. While early demos have shown only two fighters, the final game will have eight.

• Namco has confirmed the development of two titles for Nintendo 64. The first is the next title in the *Tales of Phantasia* series, while the other is an unnamed sports title that will fall under the World Stadium label.

• Virgin Interactive has posted losses of $10 million dollars in the second quarter of 1996. While the loss is a drawback, Virgin has many eagerly anticipated titles appearing this winter that are expected to reverse its previous fortunes.

• The Washington Software and Digital Media Alliance CyberPremiere was held at the Washington State Convention Center in Seattle on October 25. It showcased products from the likes of *Zombie*, *Hyperbole* and *Starwave*.

• Amid massive losses, and additional layoffs, Acclaim has appointed Jim DeRose as its new head of North American operations. Having previously been with Mattel, DeRose's new mission is to re-organize with the announcement of widespread redundancies.

• Phillips has cut more than 120 jobs in its videogame division. The remaining fifteen people are going to be releasing far fewer titles, and will be looking to publish more third party projects as opposed to developing in house.

• A brilliant gaming utility for PC, Q-Spy may single-handedly undermine major online services best efforts to recruit members. The tool simply finds *Quake* servers on the Internet, and allows you to join those that meet a given players criteria.

• *Dark Rift*, a Nintendo 64 fighting game from Vic Tokai has been penciled in for an April 1997 release.

• Sony has claimed that since the Nintendo 64 launch, that the increased consumer awareness for videogames has dramatically increased Sony's sales figures.

• The Bandai Pippin @World is to be launched by the end of November at a base price point of $599. There will be a variety of bundles available with the highest model costing just under $1,000.

• Sega recently held a 'parents' conference to show the positive benefits of videogames and to help members of the general public understand more about games. The effort is largely to help dismiss some of the fears about violence and other issues that have come to catch the eye of the mainstream press.

• Censorship of the Nintendo 64 version of *Crusin' USA* will be comprised of the removal of 'roadkill'. Game creator and industry legend, Eugene Jarvis stated: 'It seems like they don't have a sense of humor. I don't know what's wrong with these people.'

• The latest research from the Consumer Electronics Manufacturers Association predicts that the videogame industry will reach more than $5.5 billion in sales next year.

• *Prey*, the new 3D Realms follow-up to *Duke Nukem 3D* has taken on a new producer in the form of Paul Schuytema. Schuytema was previously with FASA Interactive working on *Mechwarrior 3*.

• Sega showed off a NetLinkable version of Sega Rally at a press conference recently and will be available Q197. Capcom and GT Interactive are also both working on NetLink supported titles for Saturn at this time.

• Sony has confirmed that the US version of *Tobal* will also ship with a translated version of the *Final Fantasy VII* demo.

• Sierra has begun shipping its own 3D accelerator for PCs based upon the Rendition Verite chipset.

• Virgin Interactive is developing a 3D MUD for use on AOL called *Archmage*. It is currently undergoing beta testing and should be made available early in 1997.

• *StarFox 64* is currently scheduled for a February 1997 release in Japan. *Blast Corp* from Rare is also expected around the same time period. A US release is expected approximately two months later.

• Hipnotic Interactive will be creating *Rift* for Id Software. The title is an extension for the smash hit *Quake* and will provide three new weapons, two new monsters, one new boss and fifteen new levels. It will ship at some point in the first quarter of 1997.

• Electronic Arts is launching its own 'match up service' to provide enhanced Internet support for its titles.

• Sega will be releasing a special version of *Nights* in time for Christmas. It will have a number of new levels in addition to a Christmas motif, with some extra features thrown in for good measure.

• Datel has begun shipping its Nintendo 64 memory carts which hold four times more data than Nintendo's own carts. A future product from Datel is its Pro Action Replay adapter which will allow US units to play import titles.

• Sony unveiled a new dual analog pad at the PlayStation expo in Japan recently. The sticks will reportedly have some form of feedback... which is a first for consoles.

EDITORIAL CORRECTIONS

Where we right the wrongs that... uh, we caused

As some of you may have already noticed, there were a few errors in the 1996 ULTRA Awards feature in our Holiday Issue. But you see, it's the busiest time of the year... it was a really tough issue... the dog ate the correct copy... yadda, yadda, yadda. The truth is we screwed up and we apologize to you, our readers, and to everyone who didn't get the proper recognition they deserved.

The most glaring error in the feature award goes to... The Contenders listed in the Best First Person Shooter Category. *Disruptor* was correctly listed as the winner, but as you may have noticed the contenders were all racing games. Here are the correct final results for the category:

•1996 ULTRA Award -
Best First Person Shooter
Winner:
***Disruptor*/PlayStation/**
Universal Interactive
Contenders:
***Alien Trilogy*/PlayStation/Acclaim**
***Final Doom*/PlayStation/**
Williams Entertainment

•A special apology goes to Capcom for not receiving proper credit for *Resident Evil* as one of our Contenders for Game of the Year, for *Street Fighter Alpha 2* as a contender for Best Saturn Game, and *Puzzle Fighter* as Best Puzzle Game.

Here are some more corrections for instances where proper credit wasn't given:

•1996 ULTRA Award -
Best PC Role Playing Game
Winner:
***Elder Scrolls: Daggerfall*/**
Bethesda Softworks

•1996 ULTRA Award -
Best PC Adventure Game
Winner:
***The Pandora Directive*/**
Access Software

•1996 ULTRA Award -
Best Videogame Hunk
Winner:
Chuji Wu/
***Tobal No. 1*/PlayStation/Sony CE**

•1996 ULTRA Award -
Best Videogame Babe
Winner:
Lara Croft/
***Tomb Raider*/PlayStation/**
EIDOS Interactive

•1996 ULTRA Award -
Best Dressed Videogame Character
Winner:
Yoshimitsu/
***Tekken 2*/PlayStation/Namco**

•1996 ULTRA Award - Worst Dressed Videogame Character
Winner:
Mario/*Super Mario 64*/
Nintendo 64/Nintendo

http://www.ultragp.com

THE ULTIMATE BATTLE IS THE ONE YOU FIGHT ALONE...

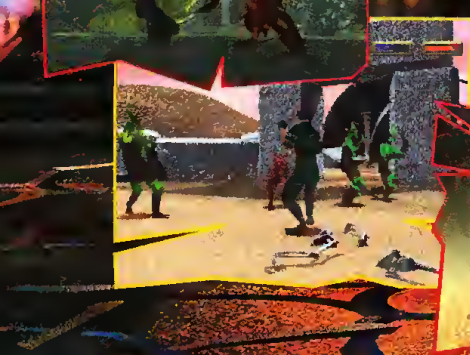
PERFECT WEAPON

4 lethal alien attackers can gang up on you, using FIRST and ONLY Behavioral Artificial Intelligence.

Camera angles move as fast as you do.

Take on 20 merciless alien species with over 100 martial arts moves.

Explore over 1,300 rendered environments across five hostile worlds.






"Perfect Weapon may very well end up as one of the most unique and exciting products to hit the PlayStation this year!"
Greg Off, Editor-In-Chief, PS Extreme

"I have reviewed over 1,000 games and have never seen anything like Perfect Weapon."
Lewrence Neves, Senior Editor, Game Pro

"One of the first "true" 3D fighting games."
Next Generation

"This attention to fighting details is unprecedented."
Electronic Gaming Monthly

A New Dimension In Gaming...

head games

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WIRETAP

Here are a few notes from the underground... Load them at your leisure...

Data East Heads Back East

Rumor has it that Data East will be scaling down its US operations. Sources have indicated that no further console development will take place in the US, and the only operation that will continue to exist here is its still lucrative arcade division. Dh, well — we'll always have *Burger Time*.

No Go for M2?

Sources within the 3DO Company have stated that a number of M2 projects that were in the works have been shelved in preference to PC/Internet development. The cancellation of these projects by what is considered to be the platform's largest development backer (seeing as 3DO developed the technology in the first place) can only bode poorly for the launch of Matsushita's elusive machine. Other developers such as Interplay and Take 2 have also redirected their M2 development efforts towards other platforms in the last few months, casting further doubt. Lastly, the M2 was supposed to be shown at a trade show in Japan this past October, but it was nowhere to be seen or even spoken of by Matsushita. All of these factors are making it very difficult to have faith that Matsushita will ever bring the M2 to market within the next year.

Nintendo Unveiling Atlantis

We are hearing rumors that the 32-bit color handheld that Nintendo has been working on is to be unveiled at the next E^3 in Atlanta. Among one of the more interesting facets of these rumors is that one of the proposed names for the handheld is the 'Nintendo Neo'. It is rumored that six titles are already in the works by NCL and Rare for the ARM powered portable. It is expected to have a passive matrix 3.5" color display, and have battery life of over eight hours with standard cells. Factors pointing to the release of the system include a successful launch of the N64, the slow death of the Gameboy despite the re-release of the Gameboy pocket, the recent death of the Virtual Boy and the timing simply being 'right'. It is expected that it will be showing up on store shelves world-wide by Christmas '97.



Will the color handheld be Nintendo's next Game Boy success, or another Virtual Boy disaster? The smart money's on Nintendo learning from its mistakes.

Die Hard Sega Gossip

Rumor has it that *Die Hard Arcade* (originally a Titan board-based arcade title from Sega) will have its Saturn conversion finished in a couple of weeks for release in the first quarter of 1997 in both Japan and the US. The title is an exceptionally well done polygonal *Final Fight* type game. A nearly exact conversion is expected from the Titan board based game. As of yet, Sega has not confirmed this project's existence. Rumor also has it that a Saturn version of *Descent* from Interplay will be shipping in the first quarter that will support multiplayer via the NetLink.

Epic Working on Nintendo 64?

Here at ***ULTRA Game Players***, we have heard that Epic Megagames is planning to bring a number of its PC titles to the Nintendo 64, and more specifically to the 64DD, in light of the company's recent agreement with Scotland-based developer DMA. Among the titles we are hearing will appear on Nintendo's elusive peripheral are *7th Legion* and *Unreal*. *Unreal* is Epic's answer to id Software's *Quake*, and *7th Legion* is a real-time strategy game with beautiful graphics in the tradition of *Command & Conquer*. Both titles, should they appear on the Nintendo 64, will be a welcome addition to the library, and a great reason for PC fans to check out the console.







Will Nintendo's recently unveiled 64DD get Epic's *Unreal* and *7th Legion* to play with? Boosted versions of those games may win over even the hard-core PC faithful...

BITS & BYTES

- One very solid rumor out of Shoshinkai hints at an optional controller pack that will transform the Nintendo 64 control pad into a type of light gun. This will work the same as the new 'Jolt Pack' cartridge, fitting into the memory cart slot of the standard N64 controller. More future 'pack' upgrades are planned.
- Members of Sega's star development group are said to be working on software for the release of its rumored new hardware unit. We're also hearing wispers of a new Sega system from third-party developers, as well. Sega's games are said to be on schedule for release in 1998.
- At this year's Shoshinkai show, Nintendo would not confirm that they have any real internet strategy, but they did hint at the fact that some sort of internet access could be a part of the release of the 64DD late in 1997. Considering the fact that the 64DD is a writeable peripheral, this could prove to be very interesting..
- Rumors persist that Sega's new *Fighters Mega Mix* game will not only include characters from *Virtua Fighter* and *Fighting Vipers* as originally reported, but also characters from *Virtua Cop* and *Sonic: The Fighters*. So, will we see Akira vs. Tails? Who knows? With sega, anything can happen and usually does.

Hey there. Are you tired of this?



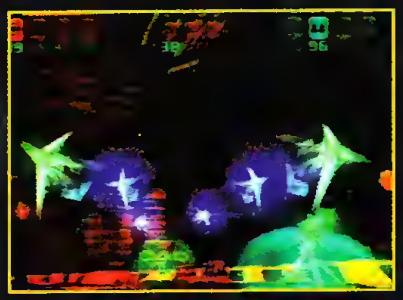
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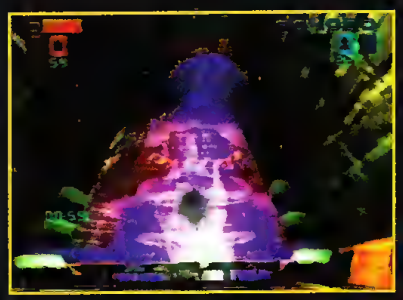
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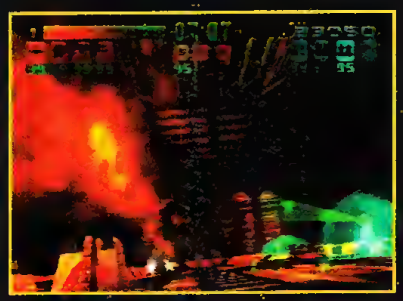
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ENEMY WEAPONS SCREAM DEATH DOWN THE BLACK CORRIDORS!



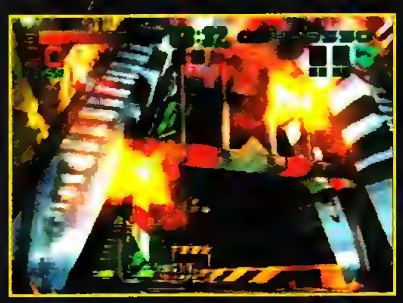
HAUNTING LIGHT SOURCING AND SCALING!



LOCK, DODGE, TURN, FIRE!



TUNNEL SENSORS GUARD AGAINST SURPRISE ATTACKS!



NUCLEAR TUNNEL EXPLOSIONS GET REAL DANGEROUS, REAL FAST!

The light at the end of the tunnel is a heat-seeking thermonuclear missile.

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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underground.

faster than fear.
you have become one with your war machine.

flesh sears.
metal warps.

darkness enfolds you.
the tunnel has swallowed you whole.

it is alive with the instruments of death.

even the walls want to kill you.
the speed hurts.

trigger finger blisters.

no turning back.
welcome to your tomb.

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50 BIG VIDEOGAME PREDICTIONS FOR 1997

QUARTER ONE

Certainly, as we begin the year of 1997, the only thing we can be sure of is that the world of videogames is ready to explode, with titles like* Final Fantasy VII, Resident Evil 2 *and* Virtua Fighter 3 *coming to consoles soon. But let's face it, these are the givens. What will really define the year is what comes in between the big game releases. This month, we predict fifty of those 'in between' happenings in an effort to clear up any confusion you may be having. From Sony to Sega and from PC to Nintendo, we tell you what's going to happen, when it's going to happen, and why it matters. If you pay close enough attention, you may even find out what's going to happen to the future of ULTRA Game Players and some of the industry's top players.

Of course, these are just our predictions and we invite you to agree, disagree or pass out from disbelief. The point is, we call them like we see them and, though we're sure to ruffle a few feathers along the way, we thought it was important to give you our honest opinions about where we see the videogame universe heading. In the end, we know we're not going to be right on every single count, but at very least we hope to get you thinking about the year to come and all the exciting things that are sure to happen between now and December 31. Happy New Year and enjoy the predictions!

Final Fantasy VII shoots PlayStation into definite lead in Japan

After battling it out in a tight race with Saturn and, more recently with N64, the release of *Final Fantasy VII* propels the PlayStation to a position of undeniable dominance in Japan. PlayStation enjoys this commanding lead until Sega releases new hardware and *Virtua Fighter 3* which shifts the balance in a dramatic fashion.

Net Link launches to lukewarm response

With a limited Saturn audience to begin with, Sega is not able to sell enough Net Link units at launch to muster the proper enthusiasm from key players. Consumers are generally happy with the product, but it's just not enough.

Tomb Raider spawns big movie deal

Desperate for original scripts, Hollywood turns to videogames for inspiration. *Tomb Raider:* The Movie casts Jennifer Connelly in the lead and a desperate Sylvester Stallone as the love interest who, because of persistent contract negotiations, ends up seving the world himself at the end of the movie.

Everything is delayed for the N64

Everything from software and peripherals to T-shirts and posters is at least five to six months late. When things are finally released, they are mostly really good.

Playable demos become the norm on all major releases

After the success of the *Final Fantasy VII* demo on *Tobal No. 1*, all major videogame companies follow suit and begin to include playable demos and movies of upcoming titles.

Sony and Sega ramp up PC development

Sega will enjoy moderate success from PC ports at the beginning of the year, but will continue to port over arcade and Saturn titles to the PC. By the end of the year, there will be at least one wholly original PC product developed by Sega or SegaSoft. The game will likely conform to established PC genres, such as real-time strategy or first-person shooter. Sony will also find success in PlayStation ports, but will not create original content for PC.

Sega analog controller becomes pack-in with Saturn

The analog controller created for use with *Nights* will become the standard controller for the Saturn. Most new Sega games will take advantage of analog technology, including upcoming racing and sports titles.

Hobbyist PlayStation too expensive for consumers

The *Let's Create* hobbyist PlayStation launches with $800 price tag. Consumers are confused by the product and sales are slow. The system proves to be too complex for average gamers and too simplistic for serious programmers.

PROFESSIONAL ANALYSIS OF:



ULTRA GAME PLAYERS

First person shooter of the year!

GAMEPRO

"Disruptor is one beautiful game and it plays as great as it looks! This could be the king of the corridors this season."

GAMEFAN

"Disruptor looks capable of stomping lesser games with a huge biomechanical boot!"

PSEXTREME

"Disruptor is what your PlayStation was meant to play!"

P.S.X.

"They don't get much better than this!"

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Interplay

INSOMNIAC GAMES

universal interactive studios

TEEN T AGES 13+ ESRB

PlayStation

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QUARTER TWO

Sega US allows first adult videogame titles

Waning success for the Saturn opens the flood gates to new, adult oriented titles, lead by *Sacred Pools* from SegaSoft. The games will mostly come in the form of erotic thrillers, combining the two biggest sellers there are — blood and sex.

Six blatant Tomb Raider rip-offs are published

Following an amazing sales performance by Eidos' *Tomb Raider*, no less than six companies will seize the opportunity to copy the formula of over-the-shoulder adventura games. This new movement will all but replace the first-person *DOOM* genre in the next year.

Quake and Id fade away

The popularity of Id's first-person masterpiece Id dies away with the release of innovative new third person action/adventure games. Id refuses to change with the times and loses a great deal of its popularity.

Nintendo softens exclusive deal to broaden N64 library

Responding to demand for more titles, Nintendo continues to soften its policy on 3rd party developers creating games exclusive to the N64. The line will be blurred so much by the end of the year that the policy will become irrelevant.

An important third party declines work on N64

Impossible to guess exactly which company, but at least one big third party will turn down the opportunity to work on the N64 due to a one-sided financial set up. Possible candidates are Capcom or Eidos.

Sega and Sony battle for rights to Little Penny basketball game

Little Penny's popularity continues to grow and both Sega and Sony spontaneously decide that there has to be a *Little Penny* basketball game exclusively on their system.

Sony changes corporate president twice

In an effort to stabilize the situation at Sony, there are only two presidential changes throughout the year. Incidentally, both ousted leaders go directly to Sega.

Resident Evil 2 sets new single day sales record for 32-bit

After pre-ordering systems is established in all major videogame outlets, *Resident Evil 2* flies off shelves on Day One, shattering all records.

Net Link causes sex scandal in Mid-West

After innocently purchasing a Net Link for their son as a Christmas present, a couple from Kansas catches their son visiting hardcore porno web sites and files suit against Sega. Sega eventually settles out of court when the publicity from the lawsuit sets fire to the sales of the Net Link and makes it Sega's most successful product since the Genesis. (Special 20 Year Prediction: Porno kid grows up to be vice-president of marketing at Sega!)

A new star European developers emerge

With the recent success of developers, such as Core Design *(Tomb Raider)* and Psygnosis, the market begins to turn its attention to Europe, where it will find at least three new videogame success stories.

Three new Street Fighter titles release before Street Fighter 3

Defying the natural order of the 1, 2, 3 counting method yet again, Capcom manages to release three new *Street Fighter* games before getting out the long-awaited *Street Fighter 3*. Not surprisingly, they are all huge successes.

Sony will offer Pack-In game with $199 PlayStation

Following Sega's example and in an effort to expand its lead in the market, Sony creates the *Crash Bandicoot* pack to sell for $199. There could also be a sports pack available for the same price.

Nintendo offers Mario Pack for $199

As sales on *Mario* software begin to slow and hardware sales dip after initial launch frenzy, Nintendo offers a N64 pack, which includes the monster hit *Super Mario 64*.

Sony muscles Nintendo 64 out of retail chain

As they did last year in the battle with Sega Saturn, Sony will use its massive consumer electronics background to muscle Nintendo 64 out of significant retailers. Nintendo will remain in all videogame specific retailers, but could be out of stores like Circuit City.

Sega drops price of Saturn to $149

After continuing to trail the market in the US and, with a new hardware unit looming, Sega drops the price of the Saturn to $99 and caps off the price of the games at $30.

Sony analog controller will become pack-in

The brand new double analog controller for the Sony PlayStation will become the pack-in controller by the end of the year. More PlayStation games will be designed to take advantage of the analog feature, but there will be next to no games using the force feedback technology.

Gameplay advances return as graphics are maxed out

As the 32-bit generation is nearing its graphic capacity, game developers will once again begin to focus on advancing the actual gameplay elements with the biggest advancements coming in AI and control in 3D worlds.

Minimum PC system requirements go to P166

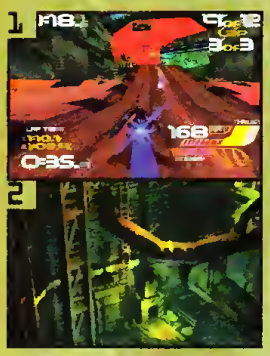
As the PC market continues to get more sophisticated, requirements for new games will be: Pentium 166; 32 MB RAM; 4X CD RDM; 3D Graphics Card; 4 MB Video card.



No less than six blatent Tomb Raider rip-off's will be published in 1997

PREDICTIONS '97
PREDICTIONS '97
PREDICTIONS '97

QUARTER THREE



1 Pysgnosis will announce its first N64 title — *Wipeout XL!*

2 Square will team up with Nintendo once again.

[illegible]

With the increased success of the N64, Sony will take advantage of its CD-ROM format by dropping the price of all its titles.

[illegible]

It won't be a *Final Fantasy* game of any kind, but Square will publish something for the N64. It's possible it could be something from their new sports line, Aques.

M2 launches with mild success

The long-awaited M2 will finally be released in 1997 by electronics giant Matsushita. It will be promoted as a multimedia machine and will likely boast a 6X CD-ROM. The system will enjoy a bit of success at launch from early adopters, but will not receiva very much third party support. The machine's true potantial will not be realized in 1997 because of limited support and poor sales.

Ultra Game Players changes name to Hyper Ultra Game Players

The market just keeps growing up and we keep inventing weirder titles to keep up...

Trip Hawkins [illegible] in next generation

Trip Hawkins always has something cooking and Next Generation will not be able to deny the temptation to interview him yet again. Furthermore, it will probably be a pretty interesting read. In the interview, Trip suggests that 64-bit is a still-born generation.

[illegible] announces [illegible]

Continuing to enjoy arcade dominance, Sega makes first mention of revolutionary Model 4 board which will employ a new 3D technology.

Nintendo announces online gaming for N64 in Japan

Taking advantage of its St. Giga satellite system, Nintendo gives Japanese N64 owners super fast internet and online gaming capacity with the simple addition of a satellite decoder.

3D Accelerators become standardized

Recognizing the new possibilities for game making, publishers narrow the field of new 3D accelerators to two (3D FX and Rendition). In a surprising trend, it will not be the Microsoft format that establishes itself as tha standard.

Psygnosis announces first N64 title

Having recently settled their arrangement with Sony, Psygnosis announces that they will publish a limited line-up of games for the N64. Similar to the release schedule for the Sega Satum, N64 games will come out long after the PlayStation version.

Sega cuts US development teams

As the trend continuas for Saga's most popular products to come from Japan, Sega of America decides to cut back on the majority of US devalopment and focus more on Japanese products and stronger third party support.

Namco reveals specs on new arcade board

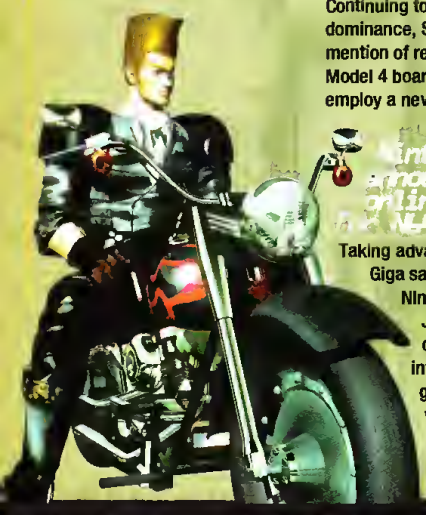
In an afort to keep pace with arcada rivals, Sega, Namco announces the specifications on its new arcade board. The power of the system is less than that of Sega's new board in order to keep the price down. It will be demonstrated first by the long-awaited *Tekken 3.*

Electronic Arts and sports gamers shift towards PC

The one time third party lifeforce for the Saga Genasis has recently seen a decline in popularity, due to lackluster 32-bit versions of *Madden* and *NBA Live.* In 1997, EA's continued focus on PC development will encourage even more sports gamers to desart the console market for more in-depth PC games.

Nintendo launches 32-bit handheld

Nintendo will announce and release a new 32-bit handheld machine meant to eventually replace the GameBoy. The system will debut with a *Mario* game and will sell for about $200. The system will be announced in Summer, but not released until just before Christmas.





Electronic Arts will shift their attention to the PC and take sports gamers with them.

PREDICTIONS '97

QUARTER FOUR

4



Sega will release new hardware, led by a near perfect *Virtua Fighter 3* for the home.

Tekken 2. The movie will not feature any characters from *Tekken*, but they will be done in the same style.

Sony releases wide screen TV for video games

Almost a standard in Japan at this point, the wide screen TV from Sony will feature a small screen and enhanced videogame options similar to the GX TV made available last year.

Cable Modems become standard

Cable modems bring arcade style games into the online arena. With the speed possibilities of a cable modem system, the problems with latency will be greatly diminished and gamers eager to play action games over the net will finally get a chance to do so.

Sega is [illegible] with Virtua Fighter 3

After seeing the life drain out of the Saturn, Sega announces and subsequently releases a powerful new stand alone 64-bit hardware console with a near perfect *Virtua Fighter 3* as its showcase title. Other titles will include *Nights 2*, *Daytona 2* and a true 3D *Sonic* game. The new machine will also have exceptional MPEG capabilities and double as a movie player. It will not be backwards compatible with Saturn games, but it will work with the Net Link. It could possibly be a DVD-based machine, but will more than likely remain CD-ROM based.

PlayStation 2 [illegible]

Despite persistent rumors, Sony holds true to their claim that there will not be a new PlayStation available in 1997. This is due, in large part, to continuing success with huge titles like *Resident Evil 2* and *Final Fantasy VII* keeping Sony on top of the market.

[illegible] be [illegible] expensive

Thanks to high RAM costs, Matsushita will have a difficult time getting the machine to market at a reasonable cost. This will further hurt its chances to establish any kind of market-share.

[illegible] will license M2 technology

Other big electronics companies will license the M2 technology from Matsushita, which could lead to DVD and other alternate M2 based machines.

Online [illegible] of

Despite the fact that new online gaming services are cropping up at an alarming rate, the online gaming movement will not catch on this year. Fans of the new services will continue to use them happily, but the movement will fail to attract enough new users to support all the new players. Consequently, at least one online gaming service will fold before the end of the year.

64DD is delayed

Nintendo's 64DD readable/writable storage peripheral is delayed indefinitely, but the frustration level of N64 gamers is kept low by the announcement that *Zelda* will actually be made as a cartridge game.



Sorry, *Zelda* fans, the 64DD will be delayed again!

ULTRA Game Players Prediction Feature proves all wrong

In a not so surprising development, the ***ULTRA Game Players*** Predictions feature proves to be the laughing stock of the videogame industry, despite the fact that none of the predictions were 'humorous'.

Former giant Acclaim gets out of videogame business

After significant losses to the tune of $140 million dollars in 1996, Acclaim continues its downward spiral in the videogame industry until it is forced to sell off valuable assets, such as the development company, Iguana.

Namco releases CG action movie

Namco releases a CG action movie done in a similar fashion to the opening sequence in

10 THINGS WE'D LOVE TO SEE, BUT WON'T:

1. ***Sega releases an arcade-perfect* Virtua Fighter 3 *for the home.***
2. ***Yuji Naka and Shigeru Miyamoto get together to make the ultimate 3D platform game.***
3. ***Saturn achieves equal market share with PlayStation and Nintendo 64.***
4. ***A* Simpsons *RPG where you get to play as Homer.***
5. ***AM2 produces an original action game for Saturn — not an arcade port or a fighting game.***
6. ***Nintendo allows third-party publishers to manufacture their own cartridges.***
7. ***Luigi resurfaces as a Mafia enforcer in the next* Mario *game.***
8. ***A completely original game concept.***
9. ***A basketball and football game from the Sega development team that made* World Wide Soccer 2.**
10. ***A year round release schedule. No more 4th quarter dominance!***

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PlayStation

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RIGLORD SAGA 2

Hey, you feel like running all over the countryside with your girlfriend, while over-throwing a whole bunch of evil minions? Then *Riglord Saga 2* is the geme for you! Check it out on page 39!



SCUD

Based on Rob Schrab's strangely twisted comic book, *Scud: The Disposable Assassin* offers en explosive light gun experience and more! Get into the ection on page 56!



RESIDENT EVIL 2

Prpbably the most widely enticipated sequel in the history of 32-bit gaming, *Resident Evil 2* is on its evil, human flesh-eating way to e PlayStation near you! The screaming starts on page 38!

057 Bushido Blade
044 Christmas Nights
059 Dark Earth
050 Final Fantasy VII
047 Hexen 2
038 Resident Evil 2
039 Riglord Saga 2
039 Sangoku Musou
056 Scud
055 Soul Blade
040 Spider
056 Test Drive
040 Toshinden 3

Resident Evil 2

SYSTEM: PLAYSTATION, SATURN, PC
PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
RELEASE DATE: MAY

RE2 has been delayed! Will the horror never cease?

Capcom has announced that the U.S. release of *Resident Evil 2* has been delayed until May 1997, to the horror of gamers everywhere.

Easily the most anticipated PlayStation game of 1997, gamers will have to wait a couple more months before returning to the terrorized metropolis of Raccoon City. There was no mention or confirmation on the status of the rumored PC and Saturn versions of the game.

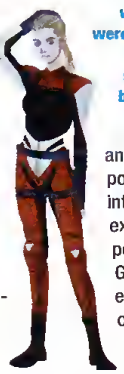


1 *Resident Evil 2* appears to excel at gruesome, claustrophobic deaths. 2 One of the most exciting new features will be the increased interactivity of the backgrounds. 3 What's worse than the Mecarene? How about a whole squad of dancing zombies! Don't laugh, you'd run, too. 4 Anticipate the action venturing beyond nondescript offices.

Facts regarding the storyline and new features have been few and far between, but one the most exciting aspects of the new game engine is that up to eight characters can be displayed on the screen simultaneously. The storyline is a continuation of the plot from the first *Resident Evil* game, with the *RE2*'s opening sequence being set in a police station. The only other confirmed game setting is in an office building. Expect more enemies, more weapons and ammo, more blood, and two new main characters, rookie policeman Leon S. Kennedy and motorcycle racing student Elza Walker, to takeover where Chris Redfield and Jill Valentine left off. The ability to carry more items and a background that is supposed to allow for more interaction could conceivably expand gameplay possibilities significantly.



More blood, more zombies. It's a smorgasbord of gore!



1-2 Fans of the first *Resident Evil* game will remember that the Hell Hounds weren't the biggest or the baddest, but they did provide some of the best spine-tingling moments. Should've bought that box of Milkbones, huh?



The character designs are totally criminal, with half the characters looking like Akuza gansters.



Like any motorcycle racing student, Elza Walker likes to carry some heat to keep the fans at a distance.

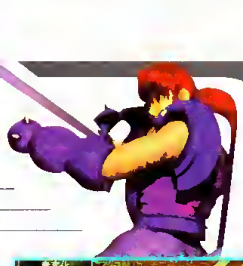
Graphics and gameplay are also enhanced by the ability to change the characters' appearance when using different armor. Vests with pockets allow characters to carry more items at one time. One of the coolest graphic tricks is how injuries to characters are reflected by texture changes on the character's clothing. Shoot a zombie at close range and his blood might end up on your clothes as well.

All of these expanded features are probably at the root of the release delay, as *Resident Evil 2* will seemingly be significantly more intricate and complex than the first classic game. If *Resident Evil 2* lives up to its rumored potential, the two month extra wait will have been worth it.



1-3 No word yet on whether the red blood will survive for the American version of *Resident Evil 2*, but regardless, zombies now get down and dirty when killing you.

Riglord Saga 2



SYSTEMS: SATURN
PUBLISHER: MICRO CABIN
DEVELOPER: MICRO CABIN
RELEASE DATE: NOW AVAILABLE

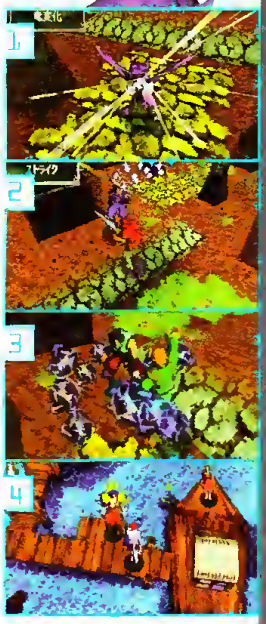
Just last year, Sega brought us its first RPG title, called *Mystaria*... er, I mean *Blazing Heroes*. It played more like a strategy game *(Shining Force)* than a Role Playing game, but it was a decent effort by Sega, who touched up the game and fixed some problems that plagued the Japanese version.

Now, a year later, Micro Cabin has come back with an all new sequel. Titled *Riglord Saga 2*, this new game offers minor improvements over its predecessor, like voice narration, faster loading, and a better interface. The story has you and your girlfriend running around the country side, gathering troops to overthrow an evil that has invaded your country (sound familiar?). The graphics have been improved slightly and the new spells are definitely a sight to see.

Despite all the legal issues with the first game's title, it was one of SOA's success stories last year. Sega is looking into the prospect of porting over *Riglord Saga 2*, but has not made an announcement yet.



The battle system plays exactly the same as *Riglord 1*.



1 Certain characters can morph into dragons.
2 Better agility increases your character's dodging ability.
3 The new spells really shine.
4 *Riglord 2* has more towns and merchants to visit.

Sangoku Musou

SYSTEMS: PLAYSTATION
PUBLISHER: KOEI
DEVELOPER: OMEGA-FORCE
RELEASE DATE: MARCH (JAPAN)

Who would have thought that KOEI, known more for historical simulations and RPGs, would bring a 3D fighter to market? No one. But the surprise of it releasing a 3D fighting game is nothing compared to the surprise of playing it! Although still far from completion, this weapon-based fighting game is already one of the most impressive we've ever seen. It's poised to give both *Soul Edge* and *Bushido Blade* some very serious competition.

Running at a fast 60 frames-per-second, the game moves awesomely, and it looks good, too, with a complicated blocking system that enables totally realistic sword (and other weapon) fights. You need to anticipate your opponent's strategy to both defend and attack and it requires extremely fast reflexes to master the game. It isn't known when KOEI will bring the game to the US, but expect to see it sometime in the middle of next year. So, If whacking your opponent on the head with a large, sharp pointed object is your cup of tea, keep your eye open for this hot Koei title!

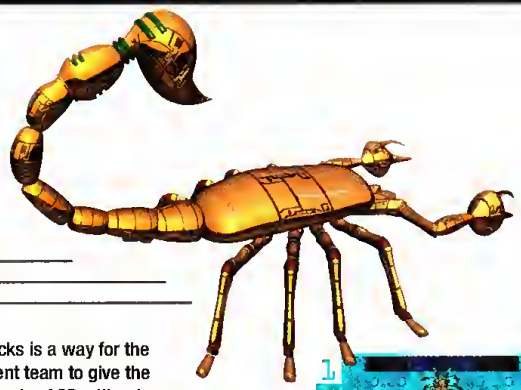


As in *Soul Edge*, weapons leave trails, which really show off the complexity of the moves.



1 Ouch! That's gotta hurt. Now you can find out if a sword can beat a spear.
2 These pictures can't capture the best part of the game — the smooth, fast animation.
3 There are plenty of jumps in the game, but few hand-to-hand moves.

Spider



SYSTEM: PLAYSTATION
PUBLISHER: BMG
DEVELOPER: BOSS STUDIOS
RELEASE DATE: FEBRUARY

Following the development of the 3D movement in gaming, you would find any number of attempts and solutions to what makes a good 3D game. *Spider*, from BMG, represents what is starting to become a popular choice for game makers.

Creating a fully 3D world with hidden tracks is a way for the development team to give the visual rewards of 3D without any of the awkward control issues. The player must guide the spider through a variety of locations filled with dangers of every imaginable sort. As the game progresses, the missions become more and more twisted, with enemies and environmental hazards at every turn.

Spider is deeply rooted in the platform genre and will feel quite natural to most gamers. Where the game looks to go beyond is in the ability to choose different directions and explore the 3D terrain with the use of special skills. At this point, it's already easy to see that, at very least, this game will hold a number of unique gameplay challenges.



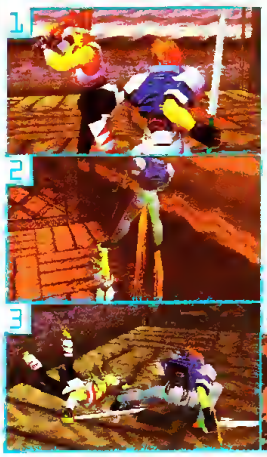
Set in a lab, tha environments offer some unique visuals and gameplay challenges.



1 Playing as tha spider, the player will be able to explore a different side of things.
2 Tha invisible track is sure to lead the player into all kinds of danger.
3 Tha enemies are creepier than tha game's hero.
4 Learning to use the spider's web is essential in getting through tha game.

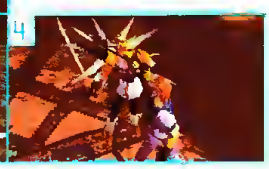
Toshinden 3

SYSTEM: PLAYSTATION
PUBLISHER: TAKARA
DEVELOPER: TAKARA
RELEASE DATE: 1ST QTR '97 (JAPAN)

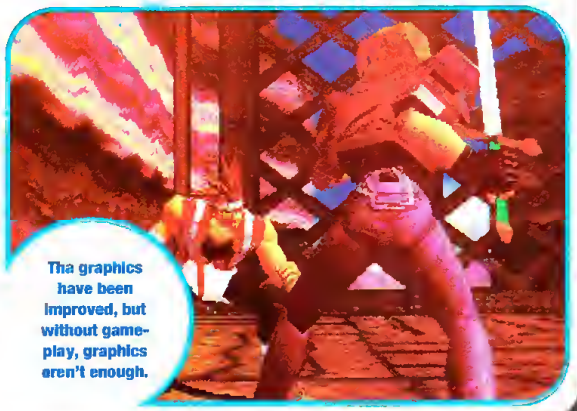


Although *Battle Arena Toshinden* was one of the most impressive games available at PlayStation's launch, *Toshinden 2* was not quite as impressive — special effects couldn't quite make up for a slow frame rate and choppy animation. Takara hopes that, with *Toshinden 3*, they can recapture the magic.

If early versions are any indications, they just may do it. Although the game still looks great, with *Toshinden 3*, Takara has concentrated on the weakest area — the gameplay. Look for more in-depth moves and gameplay, as well as some added characters, graphic tweaking, and better animation. Should be cool, if they can pull it off.



1 With more tweaks to character models, these guys look far more realistic than in earlier incantations.
2 Ready to take a trip? Special moves make *Toshinden 3* a blast to play.
3 There are some arenas with walls in *T3*.
4 The views change dynamically, which doesn't help if you're losing.



Tha graphics have been improved, but without gameplay, graphics aren't enough.

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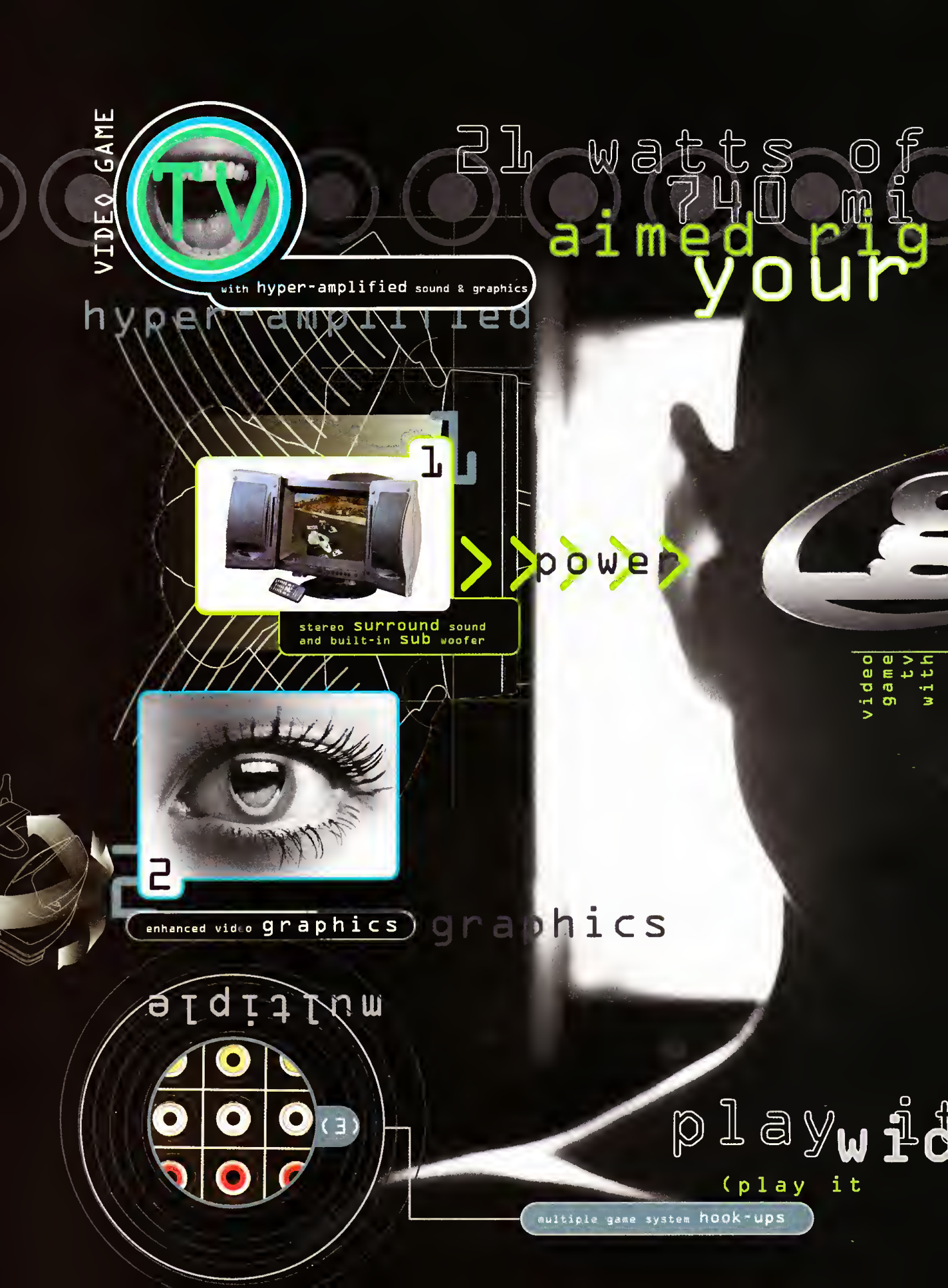
PlayStation

GENESIS

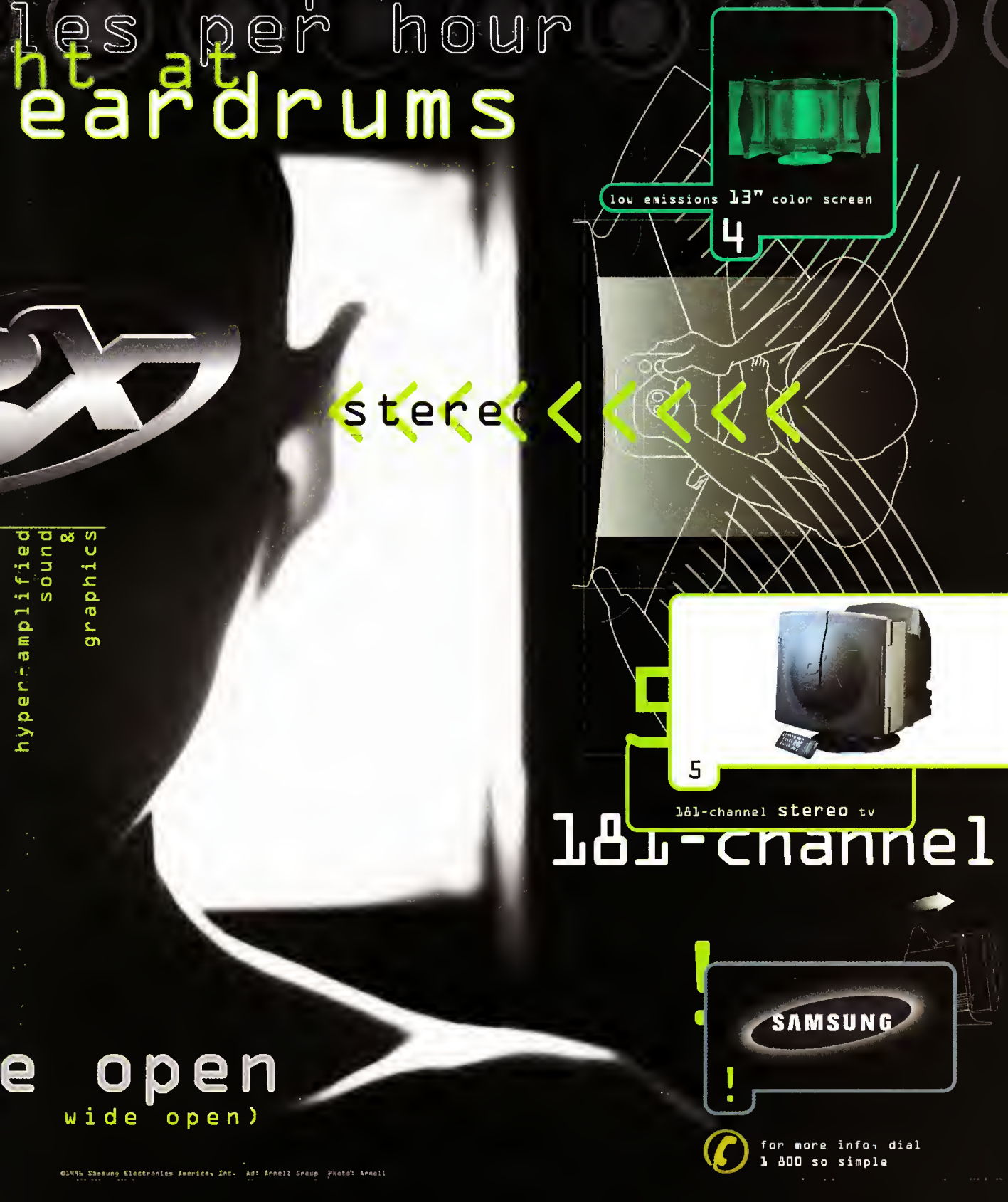
SUPER NINTENDO

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Christmas Nights

SYSTEMS: SATURN
PUBLISHER: SEGA
DEVELOPER: SONIC TEAM
RELEASE DATE: DECEMBER

This is better than Grandma's fruitcake! Lighter, too

Well, if you're reading this, then you've either got *Christmas Nights* in your grubby little hands or you're looking for an ***ULTRA Game Players*** still in shrinkwrap. Good. If you liked *Nights*, then this strange goulash of Yuletide spirit and Yuji Naka's vision will certainly fill your stocking.

To play *Christmas Nights*, the Saturn's clock needs to be around Christmas. Otherwise, players only see *Nights: Limited Edition*. The only course on this disc is Claris' Spring Valley level. Eliot plays the course backwards, with all the obstacles flipped around.

You'll know it's that holiday season when Nights makes his appearance in his red-and-white Santa suit, with 'Joy to the World' playing in the background. A little egg nog and you'll be ready to party. If you don't see it, the Saturn's clock needs to be changed.

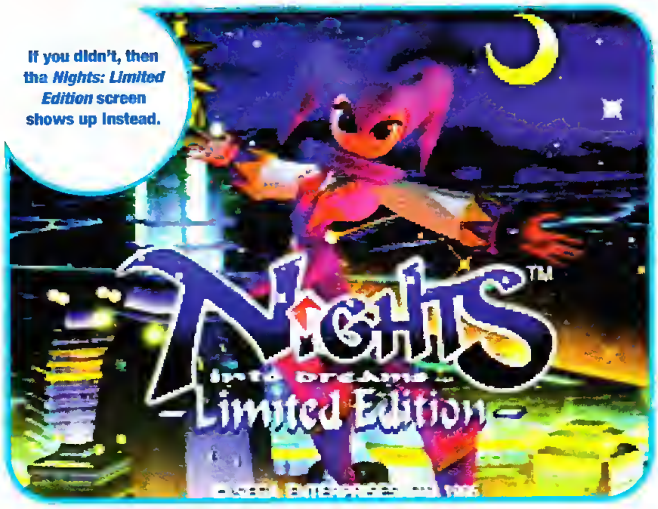
Once in Christmas Dreams, the landscape turns into Santa's front lawn. Ideya captures become Christmas trees, stars transform into bells, the valley gets littered with snow and gumdrops, and the Ideya palace turns into a giant fruitcake with candles in it. Add in 'Jingle Bells', some sleigh sounds, and one might expect Bing Crosby to come caterwauling over the hill.

The original *Nights* graphics engine has been tweaked to support environmental effects and interactive bumpers. Although *CN* still has the same polygon drop-out and draw-in as normal *Nights*, the courses now have falling snow and party horns that spew confetti.

While this is an impressive demonstration of *Nights* technology and of Sega's game development prowess, it's the Christmas presents that are the coolest part. After finishing four courses and beating Gillwing, players get a chance to open Christmas presents (actually, you can open presents any time of the year, but then they wouldn't be Christmas presents, would they?). You play a little game of concentration, and for each match pair, you get a present. Only four chances are given for finishing the level, so choose carefully. If you get a Reala icon, then you have to start over again.

Once you've gotten presents, pick the Christmas Presents option at the menu, and the presents screen pops up. Move to your present and press the A-button, and one of the discs hidden features becomes active. The Sonic Team's given players 23 little goodies for being such good Saturn owners this year. Here's a quick peek at some of the presents you'll come across:

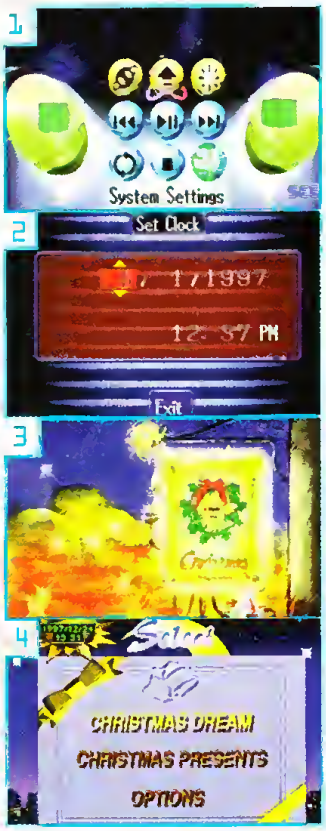
- *Nights* Museum - A HUGE gallery of high resolution art used in the production of *Nights*.



If you didn't, then tha *Nights: Limited Edition* screen shows up instead.

HELP

If you've missed Christmas, you'll have to change your system clock. Here are a couple easy instructions:



1 Go to System Settings. Select it. Go to Clock.
2 Change your date to December 24 end start the application.
3 If you've done it right, then you'll be greeted by the *Christmas Nights* introduction screen.
4 The selection screen has changed to reflect the naw holiday spirit.

OPENING PRESENTS

After you finish all four courses and Gillwing, you get to open presents, but it's never that easy.



1 First you play e game of concentration. You get four chances.2 When you match two pictures, then you get a present. 3 If you get a square with a Reala picture, then you can't get any more presents until you finish the game again. 4 You open presents at the Christmas Presents/Presents screen.

CHRISTMAS PRESENTS!

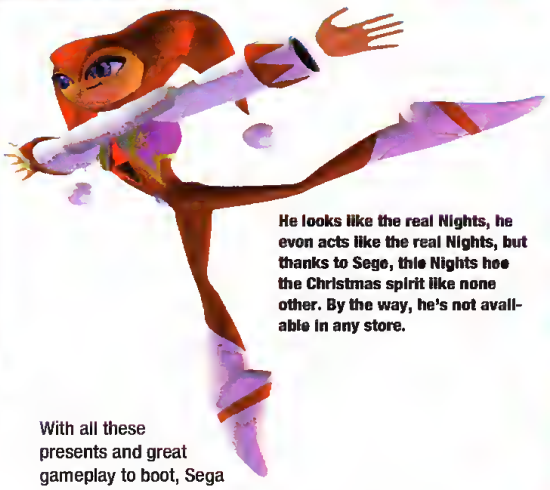
Nights Museum/Nightopian Collection



1 The *Nights* Museum, with all of its high-resolution galleries, make up a large number of the presents.
2 Many of the original *Nights* backgrounds are seen here in their original high-res glory.
3 A lot of effort was made for even the most minor of characters.
4 You can take a look at the Nightopians living in *Nights'* world. There are 256 moods available for each Nightopian.



The Melody Box is a simple five-voice equalizer. Change the sound levels and the music changes accordingly.



He looks like the real Nights, he even acts like the real Nights, but thanks to Sega, this Nights has the Christmas spirit like none other. By the way, he's not available in any store.

- *Nights* Karaoke - Sing a Disneyesque version of the *Nights* theme. Great fun at parties.
- Alternate Courses - Different courses with different goals. Race for time, links, or even a different character.
- Promo Videos - Take a look at the music videos Sega used to promote *Nights*.
- Melody Box - It's a five-band equalizer for *Nights!* Change the way the level music sounds. A great demonstration of the Saturn's sound capabilities.

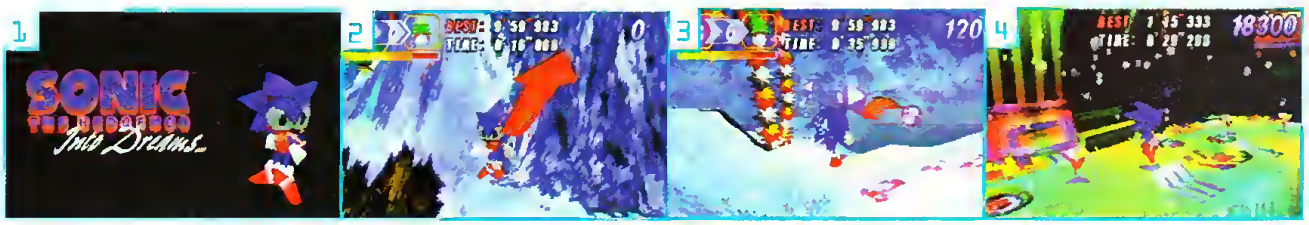
With all these presents and great gameplay to boot, Sega wants you to play this version of *Nights* well into the New Year. That might happen. *Nights: Limited Edition* has two more special dates, and the ability to play *Christmas Nights* at any time makes replay guaranteed. Happy holidays!

Doing the Lip Sync Thing (Karaoke)



1 Sing along with your favorite Celine Dion and Peabo Bryson sound-alikes! 2 Make the singers voices sound like rabid chipmunks! I dare you. The Key Change feature lets you change the pitch.

Sonic celebrates the season, too!



1 Although Sonic plays a level similar to Claris' Spring Valley, it has more bumpers. 2 If God forbid, you ran out of the time in the original *Nights*, you had to follow the red arrow to more Ideya Spheres. 3 Yep, I guess you do. 4 Going where no hedgehog has gone before, Sonic gets his shot at Dr. Robotnik yet again.

PLAY WITH FIRE.



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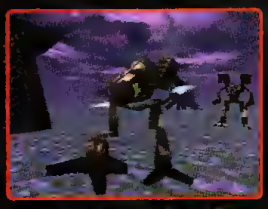
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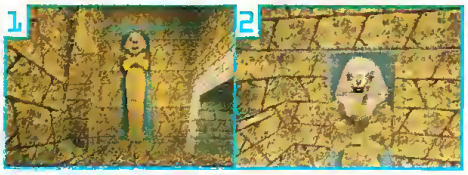
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Hexen II



SYSTEMS: PC
PUBLISHER: TBA
DEVELOPER: Raven Software
RELEASE DATE: 1st Qtr '97

Finally! A game that let's you hide in the shadows and backstab people!



1-2 There are four different worlds to explore, including this Egyptian one.

First there was *Doom*, then there was *Hexen*. Then came *Quake*, and now here's *Hexen II*. That makes sense, doesn't it?

Raven Software made the original *Hexen*, by licensing the *Doom* engine, so it's not surprising they've turned around and licensed the *Quake* engine for the sequel. *Hexen II* will have all the features of *Quake:* 16-player deathmatches, free, direct Internet play, and a true 3D environment.

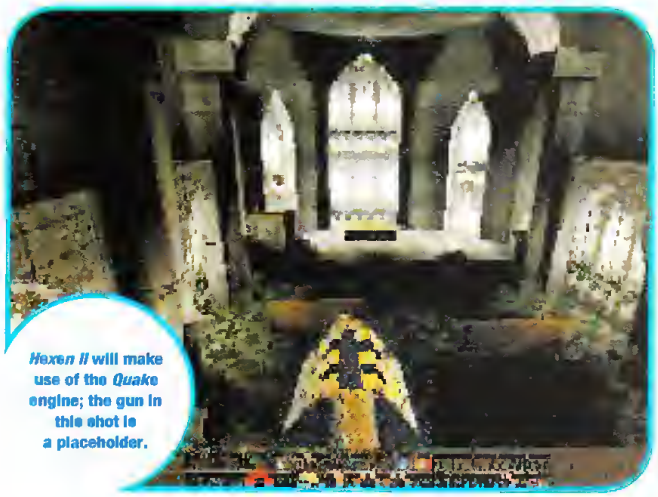
But *Hexen II* won't just be *Quake* in a medieval setting — the designers are adding all new weapons, enemies, levels and power-ups. And they're also going one step further towards roleplaying games: characters in *Hexen II* will be one of four different character classes — Paladin, Necromancer, Cleric or Assassin, and they can go up in levels and ability scores as they gain experience points and finish levels.



1-3 One setting you'll explore is this exquisitely detailed medieval town.
4 Just how close do you want that haircut, mister? There's nothing like a guillotine for a close, clean shave!

Each different class will have different abilities: Paladins and Clerics can heal, Necromancers use magic, and Assassins will be able to backstab and hide in shadows. And, of course, all the classes will have their own special magic items, as well as items common to all characters.

The levels themselves are based on real-world environments — a medieval town, a Roman villa, Egyptian Pyramids, and Meso-American ruins. To create these levels, the level designers have studied floor plans and architecture of historical buildings, creating the authentic look of the environments you see in the early screen shots here.



***Hexen II* will make use of the *Quake* engine; the gun in this shot is a placeholder.**

But the buildings you explore in *Hexen II* won't be static backdrops, as in so many adventure games. You'll be able to break doors, smash stained glass windows, push crates and chairs around, jumping, running and crouching as you fight the enemy.

So let's recap. You can smash windows, hide in the shadows, and stab innocent people in the back? Hmm... sounds like our kind of game.



1-3 This awesome Cathedral is eerily realistic. Raven is basing level design on real-world buildings.
4 Demonic faces loom up from the floor and blood drips from the ceiling.




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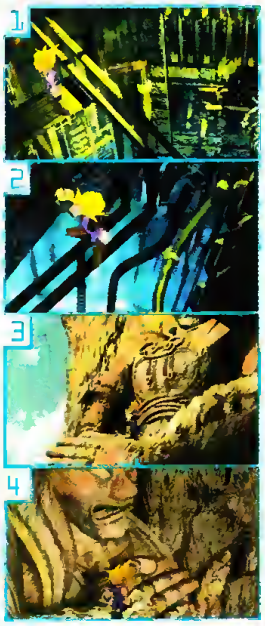
Final Fantasy VII

SYSTEM: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: SQUARE
RELEASE DATE: MARCH

Could it actually be getting even better than before?

Sony and Square are continuing to leak out pics and info about the upcoming RPG masterpiece, *Final Fantasy VII*, in support of what is probably the biggest videogame coup of the year. Centered around the battle with the ultimate evil force, The Shinra Company, this graphical wonder is set in a very different kind of environment than traditional RPG fans are accustomed to. With an ex-Shinra soldier named Cloud as the game's protagonist, there are plenty of sinister plot twists and immense battles in store. The industrial wasteland of *Final Fantasy VII* is pre-rendered in such rich graphic detail that even players beyond the core RPG fan base are sure to take notice and maybe even be persuaded to try something new. As for *Final Fantasy* purists, don't let the new look and feel fool you, this is still the *Final Fantasy* you know and love with the storyline coming first.

With series creator, Hironobu Sakaguchi, at the helm and a host of Square's most talented individuals on the job, *Final Fantasy VII* is set to be the biggest RPG release ever in Japan and likely the first ever mass-market RPG in the US.



1-2 The dark and moody atmosphere first shown in the demo version of *Final Fantasy* is still a big part of the game's overall look.
3-4 The beautifully realized pre-rendered backgrounds do not allow quite the same freedom of movement as previous *FF* games, but the visual effect may just be worth the sacrifice.



Thanks to some of best talent in the industry, the game just keeps looking better and better.

1-2 With the promise of a deeply involved storyline, *Final Fantasy* will take you to a host of exotic and exciting locations.



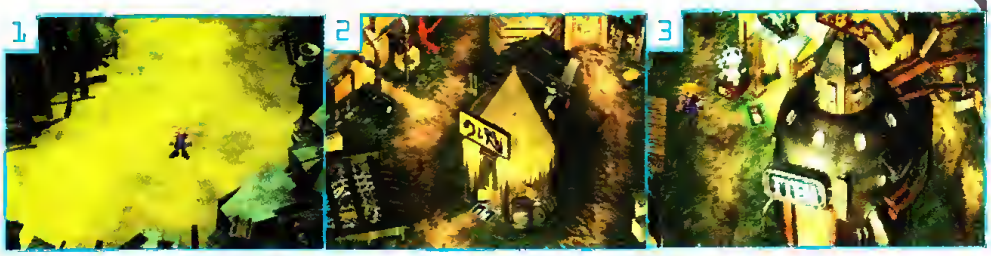


Part of Cloud's party, Barrett has an especially 'handy' weapon.

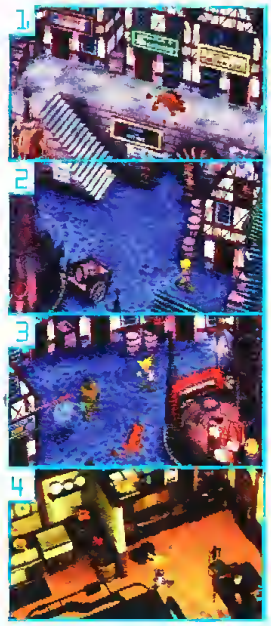


As with all Square RPGs, *Final Fantasy VII* will require a great deal of exploration.

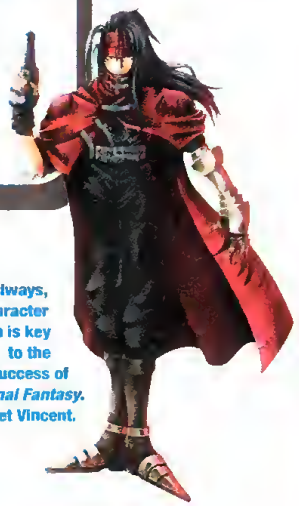
Experimenting with state of the art visual and sound tools, this is by far the most ambitious project ever undertaken by Square and the results are already showing in a big way. Due to release in Japan at the end of January, the US translation is currently in progress and we should have the final version sometime in March. Until then, this sneak peek will simply have to do. And remember, if you just can't wait, there is a playable demo of *Final Fantasy VII* on the *Tobal No. 1* CD also from Square and Sony.



1-3 While it can be argued that *Final Fantasy VII* looks like no other RPG ever, there are definite signs of a traditional style in some of the environments of the game.



1-3 Simply by exploring different towns and talking to the townspeople, some of the game's biggest mysteries are revealed. The game's non-linear design allows a personalized approach to exploration. **4** Even the most insignificant of environments is created in the highest level of detail.



As always, character design is key to the success of *Final Fantasy*. Meet Vincent.



The mystical side of the *Final Fantasy* series is still in full force in *FFVII*.



1-3 Searching the homes of the townspeople may just help you turn up some useful items.

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I WENT TO JAPAN AND PLAYED ALL THE COOL NEW N64 GAMES!

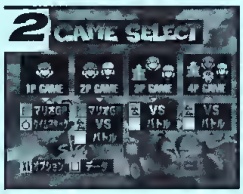


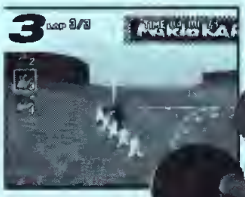
WAIT — DON'T HATE ME! I ONLY DID IT SO THAT I COULD COME BACK TO THE U.S. AND SHARE ALL THE HOT INFO WITH YOU GUYS, MY TRUE PALS!

MARIO KART 64











1 Koopa Troopa is missing, but now we've got Wario! **2** Race one, two, three, or even four players! **3** You can now drop more bananas!





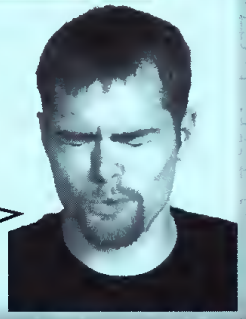




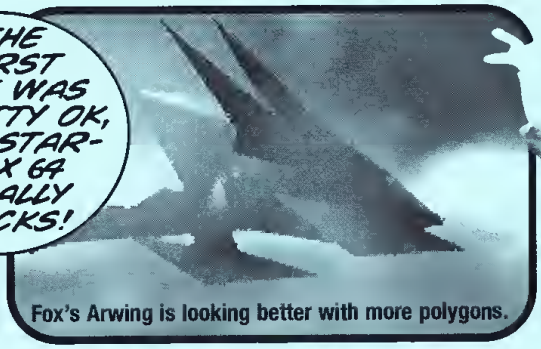


4 A great piece of art showing the classic 'lighting shrink' attack. **5-6** The lighting in the tunnel is awesome! **7** The analog stick really feels smooth when taking the corners.

HOO-WEE! MARIO KART 64 WAS THE HOTTEST GAME AT THE BIG SHOW!



STARFOX 64



Fox's Arwing is looking better with more polygons.

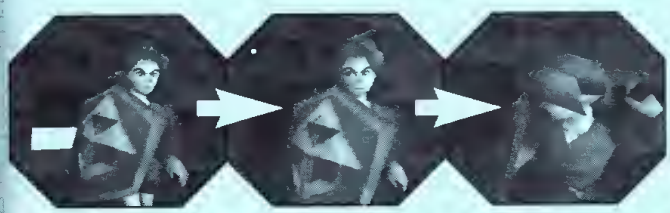




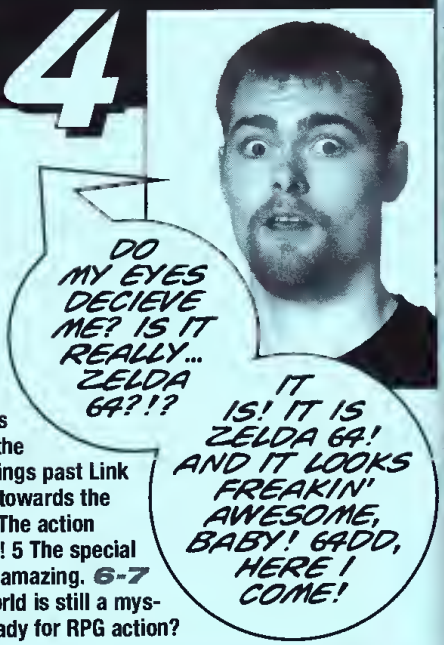


1 Between stages the camera swings in to show Fox in his cockpit — what detail! *2* You can also pilot a tank — check out the crossfire! *3* The StarFox mothership. *4* Watch out for falling buildings!

ZELDA 64

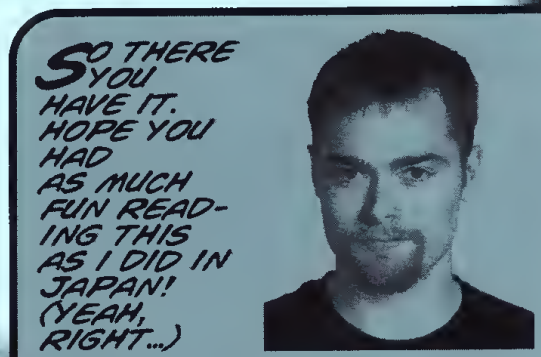


Check out this sequence — Link looks to his right, then reaches for his sword at the first sign of danger!





1-3 In this sequence, the camera swings past Link as he runs towards the screen. *4* The action looks great! 5 The special effects are amazing. *6-7* The overworld is still a mystery. *8* Ready for RPG action?





IF THE GAME GRAPHICS DON'T BLOW YOU AWAY, ONE OF THESE WILL.

GO WHERE NO MAN HAS EVER COME OUT ALIVE. NOTICE WE SAID "MAN."





TREASURE SEEKING, PUZZLE SOLVING, ALLIGATOR WRESTLING, AND STILL TIME FOR A FIGHT

SOMETIMES, HAVING A



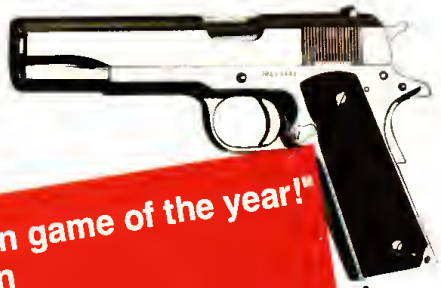
Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.



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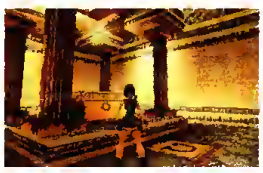
JUST ISN'T ENOUGH.

NOT EVERYONE SEES A BRIGHT LIGHT JUST BEFORE DYING. (LUCKY STIFFS.)



Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at **www.tombraider.com.**

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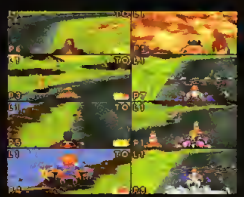
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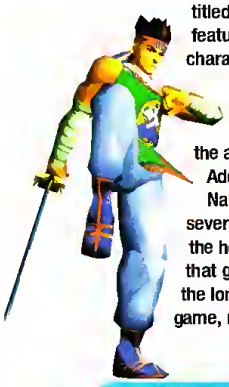
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Soul Blade

SYSTEMS: PLAYSTATION
PUBLISHER: NAMCO
DEVELOPER: NAMCO
RELEASE DATE: FEBRUARY

When it was in the arcades, this game was titled *Soul Edge* and was the first non-magical 3D sword combat game to come out. Now, one year later, the market is starting to get flooded with weapon-based fighters. Just look in this issue at the previews on *Bushido Blade* and *Sango Matsuken*, then add in Sega's *Last Bronx* and you'll see that this is indeed one of the hottest formats of the year.

The PlayStation version is titled *Soul Blade* and features all the new characters and moves that were in version two of the arcade unit. Additionally, Namco has added several features to the home version that greatly enhance the longevity of the game, much like they did with *Tekken 2*. The opening and ending FMVs, hidden characters, and different play modes should all help *Soul Blade* gamer more critical acclaim that its 'edgy' predecessor. In case you don't know the specifics of *Soul Edge* version two, it added two characters, more backgrounds, and gave everyone more moves. One of the best additions was the raft stage, which has been done perfectly on the PlayStation. This is only significant because Sega was unable to squeeze in *VF2*'s raft stage on the Saturn, only to see its arch arcade rival make it work perfectly on its platform — that one's gotta hurt!





The crisp graphics of the arcade have been translated perfectly.

1-3 The light-sourcing, transparencies, and special effects in *Soul Blade* surpass any other PlayStation fighting game and really give the game a polished, dynamic look.



The ten heavily armed characters are also donning some new outfits for the home version. The crisp polygons of the arcade almost look better on the PlayStation. This game has definitely raised some excitement around the office, because we never got a chance to check the depth of *Soul Edge* in the arcade, but when the home version comes in, we'll be checking into the depth until Bill hunts us down and makes us do some work. Some of the notable fighting differences are that all characters can move in 3D, unleash wicked combos, clash swords, and parry. The innovation in fighting for *Soul Blade* is locking swords. Other than that, *Soul Blade* is a beautifully designed fighting game with excellent sound, and some of the best PlayStation graphics yet. We think that could be enough.



1 The variety of characters and weapons ensures that everyone will find a favorite character, which is always an important key in a fighting game.
2 The hyper violent swordplay should be a huge success, and a welcome addition to the PlayStation.
3 The raft stage works beautifully on the PlayStation.
4 The throw move is very important in the combat!



Test Drive: Off Road

SYSTEM: PLAYSTATION, PC
PUBLISHER: ACCOLADE
DEVELOPER: ACCOLADE
RELEASE DATE: MARCH

As the racing genre continues to mature, we're starting to see more and more variations on the traditional formula. Enter *Test Drive: Off-Road*, a new down and dirty racer from Accolade. Featuring accurate models of today's best known off-road vehicles, the designers set out to create the most realistic off-road experience possible. To further compliment this goal, the development team made it their top priority to create a wide-open racing experience. What this means in the end is a true 3D space, wherein the driver can cut across any of the rough terrain off the track to attempt to get an edge on the competition.

Test Drive: Off-Road is one of several off-road racing games coming for the PlayStation and PC in the near future, but the game's developers are hoping to distinguish their product with licensed car models, full 3D tracks and an elaborate season mode. With its four different zones (each featuring four tracks), site specific damage and a monster soundtrack from Gravity Kills, this title seems ready to stand up to the competition.



In *Test Drive: Off-Road*, we learn the real definition of 'off-road'.



1 *Test Drive: Off-Road* features several realistic models of today's hottest off-road vehicles.
2 Ever wonder why everyone loves the Hummer?
3 Finding short-cuts to edge out the competition is all part of the game.
4 Four different zones give the game a good bit of visual variety while adding to the replay value.

Scud

SYSTEM: SATURN, PC
PUBLISHER: SEGA SOFT
DEVELOPER: SEGA SOFT
RELEASE DATE: MARCH



Based on Rob Schrab's demented comic series of the same name, *Scud: The Disposable Assassin* is a twisted little action game with a mind to offer Saturn owners an explosive light gun experience. Created with full cooperation from Schrab, each of the game's levels are actually based on an issue of the comic book. According to Schrab, in fact, 'I really wanted to work with them (SegaSoft) because they liked the books so much, and I can't not be impressed by that.'

With an innovative approach to multi-player action, this game can be played in several different ways, including: one player with the controller or a light gun; one player with two light guns ('John Woo' style); two players with two controllers; two players with a controller and a light gun; and two players with two light guns. What's really promising about all these options, however, is that each level actually changes to suit the controller(s) being used. The action is highly derivative of the comic series with lots of cheesy gun poses and gory humor. Expect to meet some of the most bizarre characters ever seen on the Saturn.







1 From the twisted mind of artist Rob Schrab, this is only one of the bizarre characters you're sure to meet.
2 Smooth transitions from side-scrolling action to first person shooter help to distinguish this game from its competition.
3 We hope you don't mind a little gore.



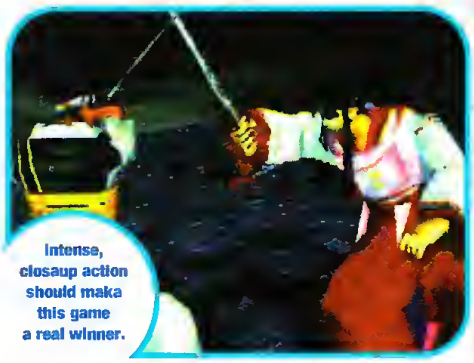
Played as either a side scrolling action game or a light-gun shooter, *Scud* is all about explosive action.

Bushido Blade

SYSTEMS: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: SQUARESOFT
RELEASE DATE: MARCH

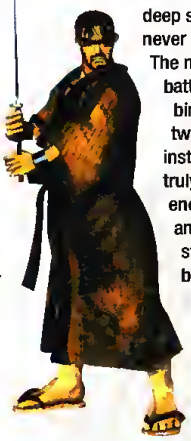
The new trend in fighting games definitely seems to be 3D swordplay, but of the games that are coming out, only *Bushido Blade* stands out as being completely original. All the other games *(Soul Blade, Last Bronx, Senga Matsuken)* are basic arena-based fighters with weapons thrown into the mix, while *Bushido Blade* has added the largest arenas ever in a fighting game, with interactive backgrounds as well.

The fighters are traditional Samurai-looking characters with long swords and big, puffy outfits, but the backgrounds of *Bushido* are anything but traditional. The battlegrounds are huge and each one has varying terrain and objects that can be used in a fight. For example, you can run away from the center of the area, jump onto a wall and perform an attack from above. The backgrounds we've seen have included walls, arches, stairs, and fences, but we have a feeling that there will be much more than this. The problem with this type of open arena is that the action of the fight isn't force and therefore could cause some long, drawn out fights.



Intense, closeup action should make this game a real winner.

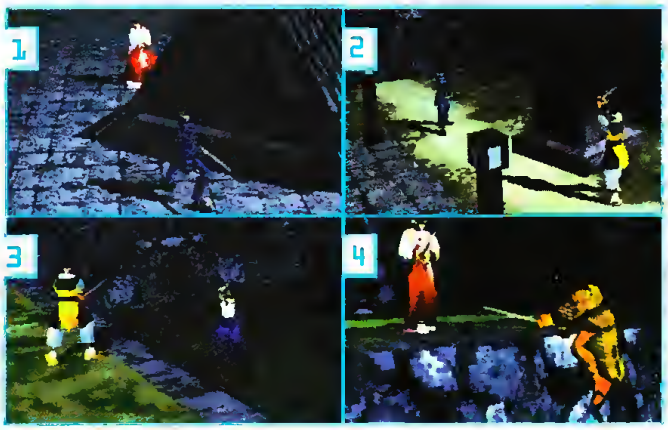
However, if the fighting is done correctly. then the players won't likely mind the long fights. After all, who says all fighting games have to be hyper-speed affairs? The only reason this has been the case is because every popular fighting game has come from the arcades, where the games are designed for immediate and short-lived entertainment. *Bushido Blade* was designed specifically for the PlayStation, and shouldn't have to follow the rules of the past. Square should be commended for taking a chance on a new kind of fighting game, no matter how good or bad *Bushido Blade* ends up being.



The other focus of *Bushido Blade* is on extremely deep swordplay that has never been done before. The main part of the battle won't be stabbing your opponent twenty times, instead you'll have to truly swordfight the enemy until you get an opening, then stick him with a big blow. This is by far the most intriguing PlayStation title of the year and, judging from Square's track record, we are extremely excited about this title. Much more on this one in the coming months.



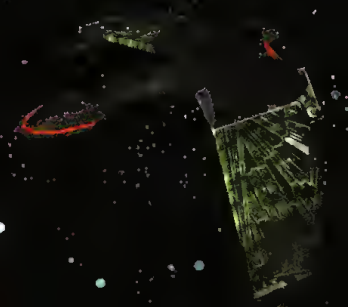
1-3 *Bushido Blade* looks to have all it takes to revolutionize the fighting genre, including in-depth swordplay, as is shown in this sequence of shots.



1-3 All three of these shots are from one staga. This allows for a real movie style swordfight, complete with hiding behind walls, jumping from ledges and truly attacking from all three dimensions. This looks amazing.
4 Climbing up the ledga at the wrong time can leave your character wide-open for a big hit.

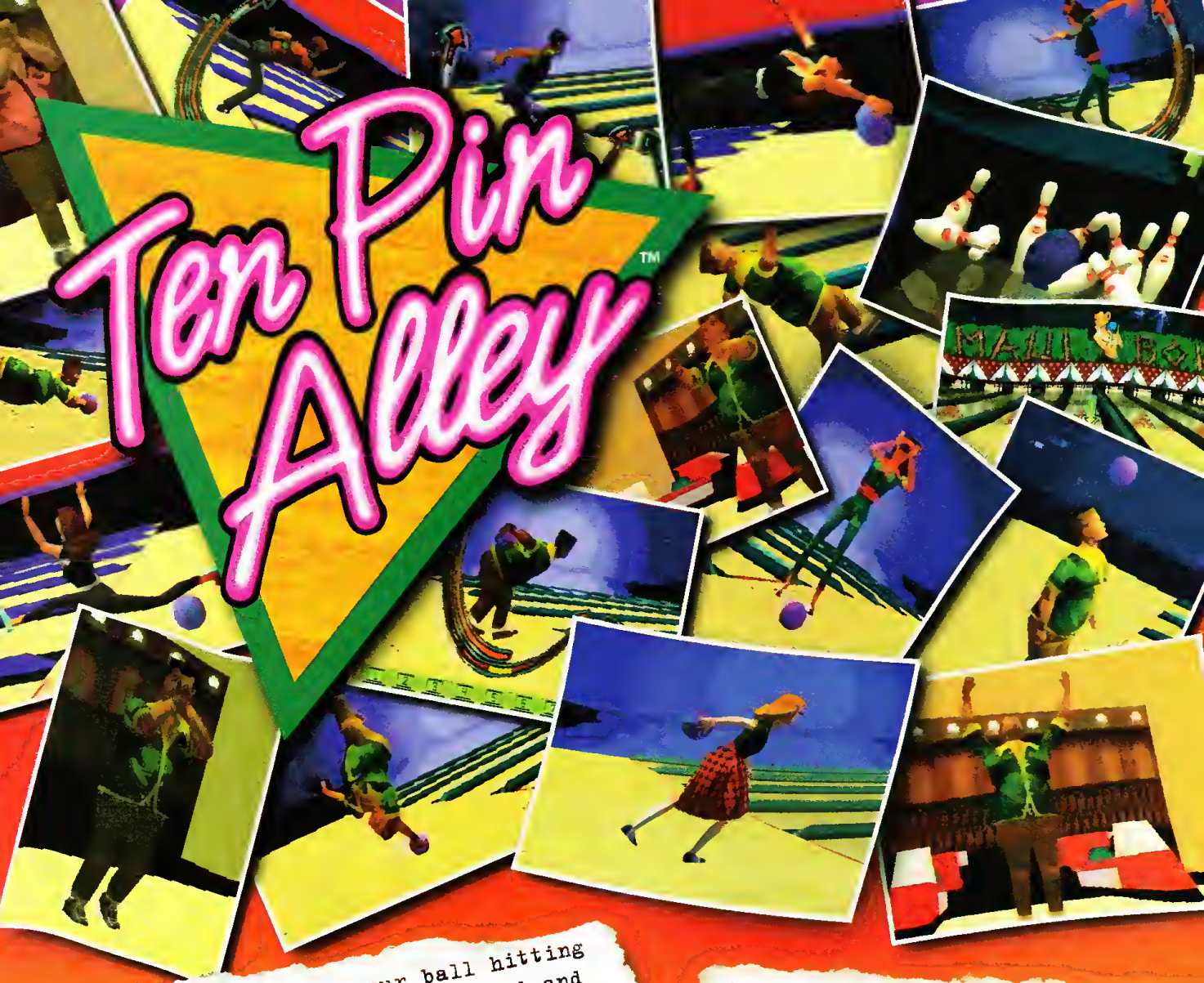


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Dark Earth

SYSTEMS: PC
PUBLISHER: MINDSCAPE
DEVELOPER: MINDSCAPE BORDEAUX
RELEASE DATE: MARCH

Set in a grim, literally dark future, *Dark Earth* is a 3D graphic adventure that looks to revolutionize the 3D industry. It works much the same way as *Alone in the Dark* or *Ecstatica* does, with the main character viewed from a third-person point-of-view and controlled with the keyboard.



The Stallites are all that's left of Earth's ravaged civilization.

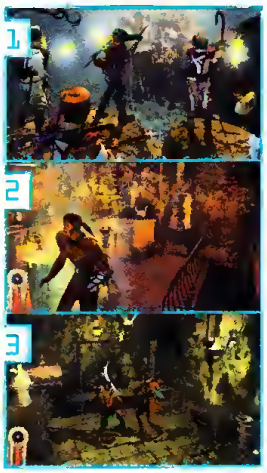


Dark Earth is full of beautiful gothic scenery

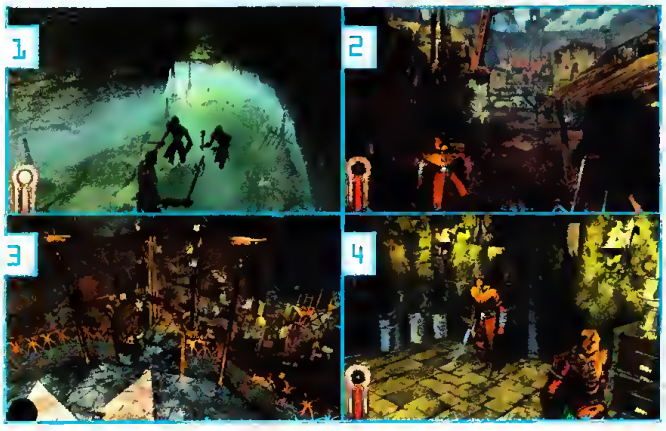
The story line involves a huge comet that rains debris on our planet, creating geological havoc and blocking out the sun. The human population suffers severe losses, and only a tiny percent is left alive. This small percentage take refuge in feudal city-states called Stallites, owned and operated by the powerful sects of Sun-Worshippers. The Stallites are built in those few areas where light actually shines through the ash floating in the atmosphere, and they provide people protection from strange, misshapen obscenities that stalk what's left of the outside.

The player controls one of the militaristic servants of the religious order in charge of the population. Incredible graphics are revealed as the story, full of intrigue, infamy and betrayal, unfolds before your eyes. The developer, Mindscape Bordeaux, based in Bordeaux, France, has taken liberties with the sense of scope and power contained within the game. What we've seen of the SVGA detail is simply stunning, and the final game promises to be even more impressive.

Using the keyboard will be very similar to *Ecstatica*, but with more special combat moves. The story unfolds through personal interaction with other characters and the environment, more so than most other adventures of this type. It is because of this intense, personal interaction that *Dark Earth* promises to be one of the most impressive graphic adventures of 1997.



1 The animated cut-scenes tell a large part of the story.
2 Close-up detail of the character's face shows the individual expression of each character.
3 Combat will take place real-time, with all sorts of moves you can pull.



1 The realms to explore extend even down into the depths.
2 Cities are in ruin, and the sky is covered in perpetual night.
3 The crispness of the detail is what makes *Dark Earth* stand out from the crowd.
4 In the far future, everyone will be required to wear orange jumpsuits.



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'SONIC X-TREME' Sonic can move in any direction with full camera rotation. Evil genius Robotnik has created a Death Egg so huge that its gravitational pull is sucking up all 5 surrounding worlds. Sonic's job is to rescue the Mips from each world before they can be destroyed **SAT $48**



'DONKEY KONG COUNTRY 3' New friends and enemies make the adventure more exciting, while checking out new unexplored areas featuring lots of hidden areas. **SNES $64**



'ULTIMATE MORTAL KOMBAT 3' Shao Kahn has entered the earth realm to punish humans and wrench their souls.
GENESIS $69 SATURN $54 SNES $71



'SOVIET STRIKE' Anyone can build a concrete and steel building. But it takes a darn good soldier to bring one down. You can customize Apache assault chopper, hellfire missiles and chain guns for an outfit that's not suppose to exist **PSX $49**



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'FINAL DOOM' Skewered corpses, gut wrenching shotgun blasts and demonic backgrounds are some of the enhancements of Final Doom. Fluid movement that's free of slowdown is another feature in this bloodfest! Making Final Doom the best corridor shooter around! **PSX $52**



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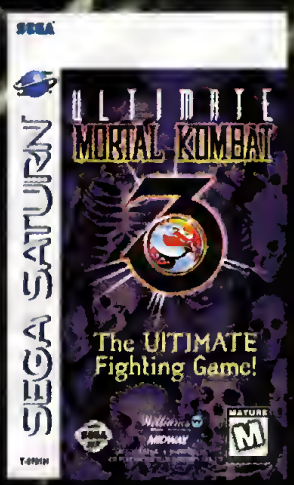
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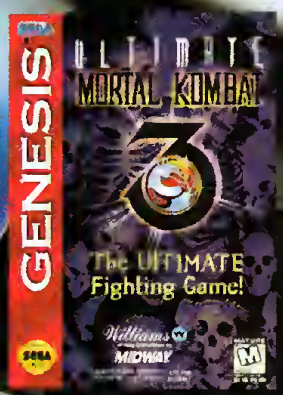
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Release List

• NOTE: All release dates are subject to change at any time

JANUARY

Nintendo 64

War Gods - Williams Entertainment

PlayStation

Alien Striker - Atlus Software
Buster Brothers - Capcom
Carnage Heart - Sony CE
Command & Conquer - Virgin
Dark Sun - Data East
Demon Driver - Philips Interactive
Descent II - Interplay
Dream Team Basketball - EIDDS Interactive
Golden Nugget - Virgin
GT Football - Gametek
Hard Boiled - GTE Interactive
Herc's Adventure - LucasArts
Killing Time - Acclaim
Kumite: The Fighter's Edge - Konami
Lethal Enforcers I & II - Konami
Lost Vikings: Norse By Norsewest - Interplay
Major Damage - Capcom
Marvel Super Heroes - Capcom
Metal Jacket - Electronic Arts
Mortal Kombat II - Acclaim
Nanotek Warrior - Virgin
NFL Full Contact - Konami
QAD - Philips Interactive
Road Rage - Konami
Shining Sword - American Laser Games
Suikoden - Konami
Super Motorcross - Acclaim
Test Drive Offroad - Accolade
The 11th Hour - Virgin
VMX Racing - Playmates Int. Ent.
War Gods - Williams Entertainment
Wild Animalympics - Titus Software
Wing Commander IV - Origin
X-Men: Children of the Atom - Acclaim

Saturn

Buster Brothers - Capcom
Cyberbots - Capcom
Dark Sun - Data East
Descent - Interplay
Dragon's Lair 2 - Ready Soft
Dream Team Basketball - EIDDS Interactive
Goal Storm Soccer - Konami
Herc's Adventure - Lucas Arts
Jajamaru - Jaleco
Killing Time - Acclaim
Kumite: The Fighter's Edge - Konami
Legacy of Kain - Crystal Dynamics
Lethal Enforcers I & II - Konami
Lost Vikings: Norse By Norsewest - Interplay
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Marvel Super Heroes - Capcom
Mega Man 8 - Capcom
MLBPA Baseball - Konami
MVP College Football - Data East
NBA Basketball - Konami
NBA Hang Time - Williams Entertainment
Perfect Weapon - ASC
Pinky and the Brain - Konami
Prime Time Football - Sega
Quake - Sega
Spiked - Sega
Super Motorcross - Acclaim
Super Puzzle Fighter - Capcom
The 11th Hour - Virgin
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Ultimate Football - Sega
Virtua Cop 2 - Sega
Virtual Pool - Interplay
Warriors of Fate - Capcom
Wing Commander III - Origin

PC

Air Warrior 2 (Win 95) - Interactive Magic
Caddy Hack (Win 95) - Virgin
College Football - Disney Interactive
Creatures (Win 95) - Accolade
Crimea - Schwerpunkt
Deadly Skies - JVC
Die Hard Trilogy (Win 95) - Fox Interactive
Galactic Mirage (Win 95) - Virgin
Garfield (Win 95) - SegaSoft
Harpoon '97 (Win 95) - Interactive Magic
Into the Void - Playmates Int. Ent
Lands of Lore II - Virgin
Lost Vikings: Norse By Norsewest (Win 95) - Interplay
Metalwerks (Win 95) - SegaSoft
MindWarp (Win 95) - Maxis
Powerslave - Playmates Int Ent.
Sacred Pools (Win 95) - SegaSoft
Sega Rally Championship (Win 95) - SegaSoft
Stars (Win 95) - Enteractive Int.
Sub-Culture (Win 95) - Virgin
Terracide (Win 95) - EIDDS Interacbve
The Eleventh Hour (Win 95) - Virgin
TNN Hardcore 4x4 (Win 95) - ASC
VR Baseball - Interplay
X-Wing vs. Tie Fighter - LucasArts
XS - GT Software

Genesis

Virtua Fighter - Sega
X-Women - Sega

FEBRUARY

Nintendo 64

NBA Hangtime - Williams Entertainment

PlayStation

Broken Helix - Konami
Crypt Killer - Konami
Death Drome - Viacom New Media
Down In The Dumps - Philips Interactive
ID4 - Fox Interactive
Mechwarrior 2 - Activision
Midnight Run - Konami
Road Rage - Konami
Sign of the Sun - Koei
Spider - BMG Interactive
Strange Golf - Mindscape
Syndicate Wars - Electronic Arts
Test Drive Offroad - Accolade
Zork Nemesis - Activision

Saturn

Albert Odyssey Gaiden - Working Designs
Bubsy 3D - Accolade
Burn Cycle - Philips Interactive
Crypt Killer - Konami
Devil Summoner - Atlas Software
Dream Knight - Jaleco
Duke Nukem - GT Interactive
Hard Boiled 'Nixon's Revenge' - GTE Entertainment
ID4 - Fox Interactive
Independence Day - Fox Interactive
Lunar: TSS Director's Cut - Working Designs
Mass Destruction - BMG Interactive
Mechwarrior 2 - Activision
Sacred Pools - SegaSoft
Soviet Strike - Electronic Arts
Syndicate Wars - Electronic Arts
The Tick - Fox Interactive
Zork Nemesis - Activision

PC

Armor Fist 2.0 - Electronic Arts
Flesh 3D (Win 95) - CroTeam
MDK (Win 95) - Playmates Ent. Inc.
Rebellion (Win 95) - LucasArts
Test Drive Offroad - Accolade

MARCH

Nintendo 64

Body Harvest - Nintendo
Cu-On-Pa - T&E
Dark Rift - Vic Tokai
FIFA '97 - Electronic Arts
Kirby's Air Ride - Nintendo
Super Mario Kart 64 - Nintendo
Turok the Dinosaur Hunter - Acclaim

PlayStation

Armed - Interplay
Castlevania Bloodlines - Konami
Mortificator (Win 95) - Playmates Int. Ent.
Near Death - Atlus Software
Red Asphalt - Interplay
Shadoan - Ready Soft
Soul Edge - Namco-Hometek, Inc.
Spawn - Sony CE
Tenka - Psygnosis
Werewolf: The Apocolypse - Capcom
3D Baseball - Crystal Dynamics

Saturn

Broken Helix - Konami
Castlevania Bloodlines - Konami
Die Hard Arcade - Sega
Jeopardy - Gametek
Project Overkill - Konami
Shadoan - Ready Soft
Ten Pin Alley - ASC
Werewolf: The Apocolypse - Capcom
Wheel of Fortune - Gametek

PC

Dark Forces II: Jedi Knight (Win 95) - LucasArts Kiev - Schwerpunkt
Mortificator (Win 95) - Playmates Interactive Ent.
Starfleet Academy (Win 95) - Interplay
VR Golf (Win 95) - Interplay

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REVIEWS

Welcome to the most comprehensive reviews section anywhere.

Hey, we know what you're thinking. You're thinking 'Those damn *ULTRA Game Players* guys got it so easy, now that the Holiday rush is over. They're probably just sitting in a bar somewhere, taking it easy and raking in the big bucks!' Well, the size of this month's review section is just another indication of how wrong you'd all be! Just look at all these games that we've had to slave over, just so you'd know what games were worth your hard-earned dough! Besides, the bartender is starting to give us dirty looks for putting our computers on his Foosball table. We didn't know anyone still played that game!

085 2Xtreme
092 Contra: Legacy Of War
086 Cruisin' USA
068 Daytona USA: CCE
082 Jet Moto
075 Killer Instinct Gold
088 King's Field II
074 Mech Warrior 2
083 Shadows Of The Empire
091 SkyNET
071 Sonic 3D Blast
069 Twisted Metal 2
078 Virtua Cop 2
081 Virtual On

Sports Reviews

102 FIFA '97
101 In The Zone 2

Inside The Score Box

We pride ourselves on having the best, most comprehensive scoring system in the biz. Here's how the formula works:

• **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**

• **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**

• **SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**

• **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**

• **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**

• **DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**

• **EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**

• **RATING** The total sum of all the categories, divided by 23.

The ULTRA AWARD

When a game makes it through our grueling review system and still comes out with at least a 9.0, it earns our *ULTRA Award*. This is our guarantee that you'll love these games, so don't miss 'em!

ALTERNATIVES

If you like a game, chances are that you'll enjoy other similar games. That's why we now offer Alternatives. If you've read our review and you still aren't quite sure if the game is your type, just check out the alternatives to see if it's similar to any of your other faves.

Shumi-Shumi Man 7 [illegible]
Super Kombat Fighter II [illegible]
Jumping Flesh 4: Payback [illegible]

DAYTONA USA
CHAMPIONSHIP CIRCUIT EDITION

Calling this game 'Daytona Remix' would have been closer to the truth

From one of Sega's classic arcade titles, the first *Daytona USA* Saturn conversion was noted for the excellence of its gameplay translation, but was tainted by first generation Saturn graphics. The announcement of a *Championship Circuit Edition* raised the hopes of racing fans everywhere for not only a *Daytona* done right, but for a game that would set a new benchmark in the racing genre. Unfortunately, *Daytona USA CCE* should have more accurately been titled *Daytona USA Remix*, as there is little in the *Championship Circuit Edition* that can be considered revolutionary.

Among the short list of additions and improvements to the game are two new tracks, animated backgrounds, and improved graphics. That's it. The two new tracks are nicely designed and fun to race, but the lack of any distinct personality or flavor makes the tracks easily discernible from the three original (now classic) tracks. Five tracks, no matter how well designed, pale in comparison to the seventeen and sixteen tracks respectively offered by games like *Formula 1* and *Andretti Racing*.

Animated moving elements, like a roller coaster and a train, have been added to the track backgrounds, but this is merely eye candy and adds nothing to gameplay. As for the graphics, they have been improved from the first *Daytona USA* game, but they don't come close to the current standards set by the genre leaders. Forget any thoughts of the graphics being comparable to the exquisite arcade game, in fact, the game's shadow and smoking tire effects verge on embarrassing. The first *Daytona* was also guilty of terrible draw-in problems to the extent that corners were sometimes not fully apparent until the player was almost upon them. *Daytona USA CCE*'s gameplay is no longer adversely affected by the draw-in, but there are plenty of instances when the graphics can still be seen popping in.

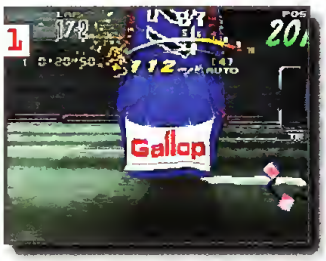
Thankfully, the gameplay that made *Daytona USA* a must-have Saturn title has returned unscathed. If it wasn't for the superior gameplay, *CCE* would have suffered greatly in its ***ULTRA GP*** rating.

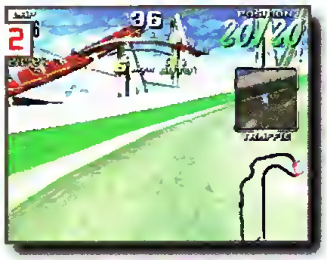
The most disappointing thing is that Sega is in the fight of its life with Sony and Nintendo. A new and improved *Daytona USA* could've been a powerful weapon to show the true capabilities of the Saturn and to reestablish Sega at the head of a highly competitive genre. Instead, *Daytona USA CCE* is another missed opportunity for Sega.

ROGER BURCHILL



Two new tracks and animated background elements are added to the classic gameplay for *Daytona USA CCE*.











1 The game may be about racing, but the crashes are what gamers demand. 2 Moving background elements like this roller coaster add to the game's ambiance. 3 Two new tracks makes a total of five — a little on the disappointing side. 4 At least half the ship isn't missing anymore when you come around the corner... 5 ...but that doesn't mean the draw-in problems have been eliminated.

ALTERNATIVES

Andretti Racing 8.5
Formula 1 9.3
Ridge Racer Revolution 8.1

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	9	EXTRAS	6
MUSIC	7	BALANCE	8	PRESENTATION	7
SOUND EFFECTS	7	DEPTH	7	INNOVATION	6

RATING

7.4

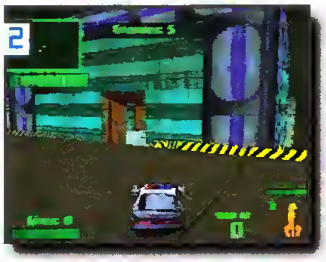
TWISTED METAL 2

You've seen the TV ads, now see what this game is really about

There were a handful of titles available at the launch of the PlayStation, and of those, *Twisted Metal* was one of the most successful. The simple idea of driving in a souped-up combat car and blowing the crap out of everything in sight made for simplistic and addictive gameplay. The main problems with *Twisted* were the fuzzy graphics, polygon clipping, and the fact that the game was way too short. *Twisted Metal 2* has managed to correct two of the three problem areas, but the graphics still aren't on par with games like *Die Hard Trilogy*.

Basically, if you didn't like the first *Twisted*, then this sequel isn't going to do anything to change your mind. However, if you did enjoy the first one, then *TM2* is an even better experience. It maintains the familiar explosive gameplay, and has added new moves, more cars, more battlegrounds, and a much tougher opponent AI. There are eight stages, ranging from the violent freeways of L.A., to the mime-cluttered streets of Paris, to the rooftops of New York City. It definitely makes the game more interesting when you get to do battle in a real city. The level design also takes advantage of more hidden areas to explore. On the rooftop levels, you can blow away the roofs and fall into hotel lobbies and swimming pools, and each area has some hidden areas that contain some much needed health. In *TM2*, the backgrounds are truly interactive — the buildings don't just block your car, they can be destroyed, broken into, or even jumped on top of. All of the secret areas make the eight levels in the game that much deeper.









1 New advanced attacks, like the freeze burst, really add to the game's depth. 2 Clever level design allows you to find hidden areas in all kinds of strange places. 3 The napalm weapon is new (don't tell that to Vietnam vets) and it has a real satisfying result. 4 The variety in levels keeps this game fresh. This molten lava level isn't the best one, but it is completely different.



A near perfect simulation of an L.A. commute, complete with drive-by shootings and raging fires.

Some new weapons like Napalm, Remote Bomb, and a Ricochet bomb add more depth to the battles, but perhaps the best additions to *TM2* are the advanced attacks and combo attacks. By using button sequences, you can pull-off jumps, rear attacks, and freeze bursts. You can even use weapons like napalm if you figure out the button combination. You can use these special moves, like the freeze burst, to start combo attacks. For example, you can freeze your enemy, then drop a remote bomb, back up, detonate, then fire a power missile for some major damage. Other bonuses include pedestrians like Santa Claus, who you are encouraged to run over.

Upon first glance, *TM2* looks like just another *Twisted*, but as you play the game, you'll realize that *TM2* is what the first game should've been, and besides that, it's just plain fun.

MIKE SALMON



The rooftops of New York City — Is there a better place for mass mayhem?

ALTERNATIVES

Die Hard Trilogy 8.5
Street Racer 6.8
Wipeout XL 9.5

THE LINE

RATING

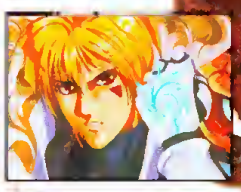
AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	9	EXTRAS	10
MUSIC	7	BALANCE	8	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	9	INNOVATION	8

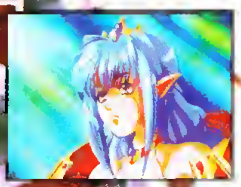
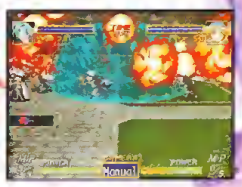
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SONIC 3D BLAST

A less than dramatic 32-bit debut for gaming's favorite hedgehog

When Sega first announced that the promising *Sonic X-Treme* had been indefinitely delayed and replaced by an enhanced version of the 16-bit *Sonic 3D Blast*, Saturn owners nationwide let out a collective sigh of despair. After seeing images of polygonal environments, advanced lighting effects and giant 3D bosses in *X-Treme*, it was difficult to accept the fact that we were going to have to settle for a sprite-based isometric action game. Several months later, we finally have the finished version of *Sonic 3D Blast* for Saturn and, while it's still no *Sonic X-Treme*, it's better than most were predicting. Complete with more than 20 sizable isometric levels and several 3D bonus rounds, *Sonic 3D Blast* is an ambitious game, despite its limited technology status. Though *Sonic 3D Blast* maintains many of the features found in traditional *Sonic* games, it is in many ways very different. Marching to a much slower drummer, the gameplay is no longer about blinding speed and all-out recklessness. In its place, *Sonic 3D Blast* requires a bit more exploration and careful negotiation of obstacles. It's likely that fans of the series will be disappointed, but the new gameplay model is not without its successes. The music represents another significant departure from the *Sonic* series, as it lacks the necessary cohesive feel to tie the levels together.



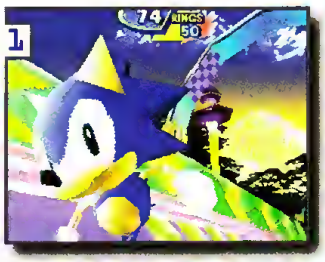


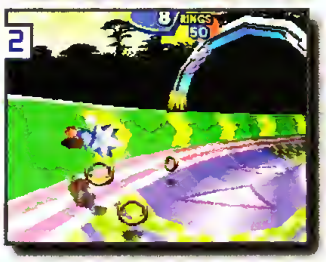
Not the *Sonic* game fans were hoping for, but a pretty nice way to fill the gap.

The 32-bit *3D Blast* has an increased color palette and detailed textures. Probably the most exciting addition, however, is that of the 3D bonus rounds. Similar to the forward-scrolling bonus rounds in *Sonic 2*, conceptually there is nothing dazzling about the new levels. What's especially satisfying about these levels, however, is the obvious care taken to create new challenges in a familiar formula. Including brand new pitfalls, these levels are not the tacked-on technology that many expecting. It's in the bonus rounds, in fact, where you can see the groundwork being laid for future 3D *Sonic* games.

In the end, *Sonic 3D Blast* is a little underwhelming when compared to the likes of *Nights* and the *Sonic* game originally planned for the Saturn. The game does, however, feature sound level design, some unique gameplay challenges, several great bonus rounds and plenty of ground to cover. When considering all these elements on their own, *Sonic 3D Blast* is, at very least, a minor success.

PATRICK BAGGATTA









ALTERNATIVES
Super Mario 64 10
Nights 9.3
Crash Bandicoot 8.8

1-2 The 3D bonus rounds are some of the most exciting features in the game. 3 Familiar Sonic mainstays like Dr. Robotnik are back. 4 A large variety of levels and challenges keep the game fresh throughout.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	7	EXTRAS	6
MUSIC	6	BALANCE	7	PRESENTATION	7
SOUND EFFECTS	7	DEPTH	8	INNOVATION	6

RATING **7.0**

IMAGINE

IMAGINE GAMES NETWORK

JANUARY EVENTS

M 6 — 6:00PM

IGN OPEN DAY
Chat live with all five editors of *Imagine Game Network's* videogame websites. All your videogame questions will be answered.

T 7 — 1:00PM

THE BIG QUESTION
Ultra Game Players Online hosts a special poll. Which game impressed you most over the holidays?

W 8 — 6:00PM

EXCLUSIVE MOVIE PREMIER
View the first QuickTime movies of Nintendo's next big game exclusively on *N64.com.*

T 9 — 1:00PM

MOVERS AND SHAKERS
In this downloadable audio file *SaturnWorld* interviews a senior Sega executive.

F 10 — 6:00PM

PALACE CHAT
The editors of *Next Generation Online* discuss the long and short term chances for M2 in IGN's first live debate.

13 — 3:00PM

MOVERS AND SHAKERS
Talk live with Activision: developers of Zork Nemesis and Mechwarrior II on the Palace in this two hour Q&A forum hosted by *PSX Power.*

14 — 6:00PM

TEN DEMO DAY
Next Generation Online launches ten brand new playable demos to help while away those cold January nights.

15 — 1:00PM

ONLINE INTERVIEW
N64.com's editor Doug Perry interviews a top Midway designer in a streaming audio feed. Abridged version also available in text.

16 — 6:00PM

BEST PLAYSTATION GAME EVER
Vote for the best PlayStation game yet created in a special *PSX Power* poll.

17 — 6:00PM

DAVE PERRY INTERVIEW
Ultra Game Players Online interviews Shiny's Dave Perry in a downloadable audio file and text script. QuickTimes of Shiny's new game also exclusively available on the main site.

NEXT GENERATION ONLINE
http//www.next-generation.com

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All you have to do is check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

http//:www.imaginegames.com

20 6:00PM

SATURN VIEW
Download up to 25 first view QuickTimes of Saturn games due to be released in the months ahead courtesy of ***Saturn World***.

21 6:00PM

ONLINE GAMING DEBATE
Next Generation Online hosts a special Palace debate with the heads of TEN and Dwango.

22 6:00PM

MAMMOTH COMPETITION
Enter ***Imagine Game Network's*** huge competition. Over $10,000 worth of videogame hardware, software and peripherals are up for grabs.

23 6:00PM

HOW DO YOU FEEL?
In a detailed ***N64.com*** poll, vote on your experiences of the Nintendo 64 so far. Is it better or worse than you expected? How about the software? Are you excited about the future?

24 6:00PM

THE SATURN POLL
Which genre would you like to see more of on the Saturn. The results will be forwarded to Sega by ***Saturn World***. You can make the difference.

27 6:00PM

ON THE PALACE
Three industry game gurus answer your N64 queries in a special Palace chat forum hosted by ***Ultra Game Players Online***.

28 1:00PM

ONLINE INTERVIEW
Capcom's US boss Greg Ballard talks to ***PSX Power*** in a streaming audio feed. Abridged interview also available as text.

29 6:00PM

TEN EXCLUSIVE QUICKTIMES
Next Generation Online previews the ten most promising games of the months ahead in a QuickTime extravaganza.

30 6:00PM

A DAY AT NINTENDO
N64.com spends a day at Nintendo's Seattle offices and brings you a comprehensive report including text, visuals, QuickTimes and audio files.

31 6:00PM

PALACE CHAT
All five editors of the ***Imagine Game Network*** will be live on the Palace to discuss all your queries and points of view.

SATURN WORLD
ww.saturnworld.com

64.com
http//www.n64.com

PSX POWER
http//www.psxpower.com

REVIEW
PC CD-ROM

PC コンピューターゲーム

MECHWARRIOR 2: MERCENARIES

Hired guns and giant robots add up to tons of fun!

Where can you take the role of a blood-thirsty mercenary for hire, armed to the teeth with futuristic weapons that can slice, dice, and disembowel your rivals from a half-mile away? *Mechwarrior 2: Mercenaries* — that's where! You'd have to have a heart of stone not to find something to love in this game.

When you're not busy scraping bad guy goo off the armor of your 100-ton battlemech, you'll sit back in your secret mercenary base and choose missions based on how much cash you can earn and how much killin' is involved. To ensure you keep up with the times, every last death-dealing detail of your Mech can be upgraded in your homegrown Mech lab. And when a little help is needed, you can hire and fire (or kill) squad mates while taking quiet comfort in knowing that you're on your way to becoming an established fixture in a growing industry.



Based on FASA's *BattleTech* role-playing system, *Mercenaries* uses an enhanced version of the *MW2* engine and boasts substantial improvements in graphics and frame rate, has built-in multi-player support, and 3D hardware support that actually works. New terrain textures add depth and realism to the environments, and improved light-sourcing adds visual punch to night missions.

While the basic gameplay of *Mercenaries* hasn't changed much, you get to choose when, where, and how you'll kick butt. In the game's 30+ missions, you'll tramp around desert canyons pummeling the locals with your 30mm cannons, trudge through massive cityscapes taking out office buildings with your lasers, and visit alien worlds spreading an intergalactic message of hate and menace. Controlling these 100 ton behemoths is a blast, but it does take some effort. Unless you've already pounded through *Mechwarrior 2*, expect to find a fairly steep learning curve. You'll need to learn to control both turret movement and leg movement, while managing all the onboard systems, while a half-dozen rivals pound you from all sides. Figure it out, and you'll be rewarded with the most believable 'bot combat sim in the business.

You'll come for the graphics and the 100-ton robots, but you'll stay for the action and the butt-kicking story line.

TODD VAUGHN

REQUIREMENTS

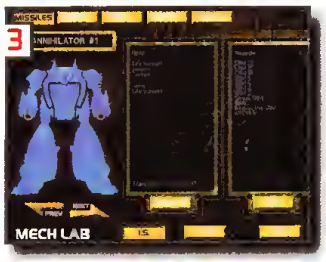
- IBM PC
- SVGA
- 486DX2/66 PENTIUM REC
- PENTIUM RECOMMENDED
- 8MB RAM
- 16 MB RAM RECOMMENDED

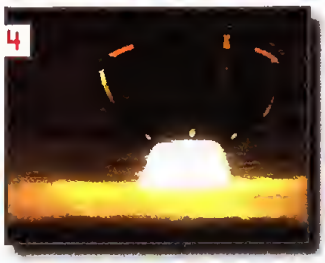


A killer opening animation shows you what happens on a hit gone bad.









1 Smooth explosions and thunderous sound effects are just some of the joys of being a mercenary. 2 A more refined engine and tons of texture-maps gives *Mercenaries* a big graphic boost over its predecessor. 3 Outfit your Mech any way you want with the handy Mech lab. 4 This fantastic Mothership takes you from level to level.

ALTERNATIVES

Iron Assault 6.7
Shattered Steel 7.5
Ultrabots 6.0

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	9	EXTRAS	8
MUSIC	5	BALANCE	8	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	9	INNOVATION	6

RATING

8.3

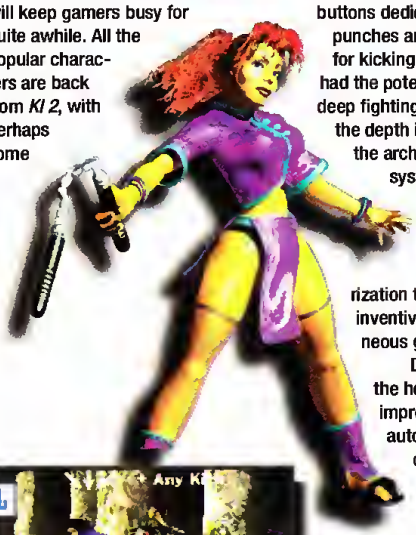
ニンテンドウ64

REVIEW NINTENDO

KILLER INSTINCT GOLD

Does this arcade favorite and the N64 make a killer combo?

When the first *Killer Instinct* came out for the SNES, fans of this arcade fighting game were overjoyed. Now that the Nintendo 64 is out, it is time to please the fans once again. *KI Gold* hits home with a solid conversion and the combo-intensive gameplay that will keep gamers busy for quite awhile. All the popular characters are back from *KI 2*, with perhaps some hidden ones thrown in for good measure.



Control of the game is fluid, but the N64 joypad does require some getting used to. The game uses the same six button system as *Street Fighter II*, with three buttons dedicated to punches and the others for kicking attacks. *KI* had the potential to be a deep fighting game, but the depth is clouded by the archaic fighting system, which relies far too heavily on combo memorization than it does on inventive, spontaneous gameplay.

Drawing you into the heated battles is a vastly improved camera, which automatically zooms in and out of the action, adjusting for the best possible viewing angle.

All the characters and combos from *KI 2* are here, but due to the limitations of the cartridge format, some frames of animation have been left out, as well as all the FMV sequences. The backgrounds have been wonderfully ported over from the arcade version, and have even been refined to increase the detail. The soundtrack is fully intact, and seems even better, with cleaner sound effects and music.

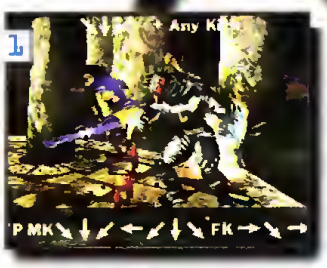
Nintendo has even improved upon the practice mode, allowing gamers to work on specific areas of interest. Want to perfect a counter move or combo breaker? No problem. Just follow the appropriate tutorial and, in no time, you'll be a master. Other options include team and tournament modes which allow gamers to compete against each other using their favorite group of characters.

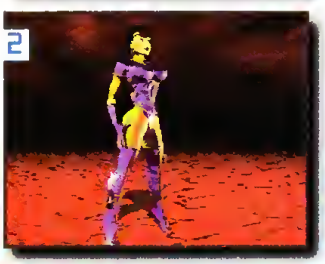
Ultimately, Nintendo 64 users desperate for a fighting game will probably snatch this game up, but the title is showing signs of age from its extended stay in the arcades. If you're a fan of *Killer Instinct*, you won't be disappointed, but it really can't be considered in the upper echelon of next-generation fighting games.

STEPHEN FROST



All your favorite combos and moves are intact in this arcade-perfect translation. Yes!









1 Perfect your combos and special moves in the practice mode. 2 Due to space limitations, the video segments have been taken out and replaced by still pictures. 3 All your favorite characters from *KI 2* are here, as well as the final boss, Gargos. 4 Throws are now an important part of the game.

ALTERNATIVES
Fighting Vipers 9.5
Tekken 2 9.1
Mortal Kombat Trilogy 7.7

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	8	EXTRAS	9
MUSIC	8	BALANCE	7	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	8	INNOVATION	7

RATING 7.9



PLAYERS INC

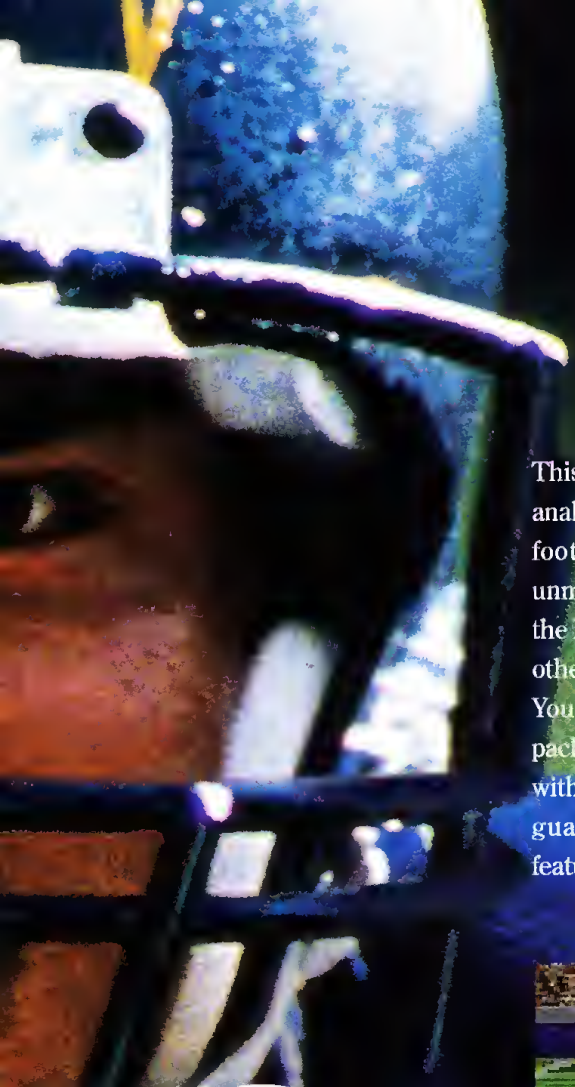
NFL

KIDS TO ADULTS
A
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This isn't a game, it's a war. So be prepared for battle. Now, enough military analogies, let's talk football. This is NFL GameDay™ '97. It's better than any football game ever created. The artificial intelligence in this game is unmatched. Players on the field think, react and perform like they do in the NFL. Defenses and offenses learn your tendencies and key on them. In other words, there are no bread and butter plays to go to on third and long. You'll go head-on with real defensive coverages, including nickel and dime packages and Dallas' Cover 4. Defensive fronts attack your offensive line with stunts and swim techniques. And with new, larger players you'll see guards and tackles trapping and pulling. This game is loaded with features, too. This is real football, baby. So welcome to the NFL.

YOU AND WHAT ARMY?







PlayStation



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VIRTUA COP 2

The boys from Virtua City are back

Well, it's that AM2 time of the year again. That's right, it's the gamer's annual chance to play Sega's awesome arcade translations on their Saturns. With games like *Virtual On* and *Fighting Vipers* this season, Sega has not disappointed. To compliment this strong line-up, Sega offers a translation of one of the best light gun shooters ever — *Virtua Cop 2*.

The play mechanics in *Virtua Cop 2* are exactly the same as the first *Virtua Cop* game: Shoot, shoot, shoot! Wait! Don't shoot the hostages! Gamers familiar with the first game will know the routine. Once again, there are three stages to tackle, but this time around, players will go on car chases, love boats, and subways before encountering the final boss, 'Blimp Man'. While it may seem that this game is as short as its predecessor, *VC2* does offer multiple pathways which add to the game's replay value. For instance, in the middle of stage three, the player has the option of going to Arcade Alley or Saturn Street. Each path is unique, but each branch eventually leads back to the same point.

The graphics aren't a giant leap beyond the superior look exhibited in the first *Virtua Cop*, but once again, it can only be classified as superior. The car chase scene, undoubtedly one of the most amazing sequences ever created, really exhibits the power of the Saturn. Control-wise, playing with a control pad, though functional, is strongly discouraged, as any light gun game is meant to be played with a light gun peripheral. The fast-paced action in the later levels is virtually impossible to handle when using the standard Sega control pad. For maximum enjoyment, play this game with two stunners, because nothing beats a game that plays like a John Woo movie.

Despite new twists, like more interactive backgrounds, moving vehicle gun battles, and multiple pathways, gameplay could have been improved through the addition of a dodge button similar in function to the dodge pedal in Namco's arcade shooter *Time Crisis*. But then, that may be a feature that can be considered for future incarnations of the *Virtua Cop* series. For now, Sega has managed to deliver another top game. More importantly, Sega has made it more satisfying and enjoyable than its predecessor.



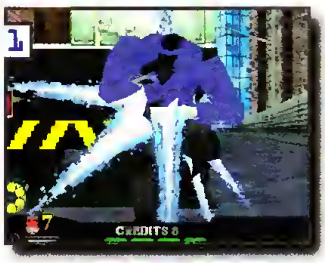




1 This boss has some pretty deadly arms to crush you with. **2** Wonder how many people are inside that truck?

JASON MONTES

ALTERNATIVES
Die Hard Trilogy 8.5
Project Horned Owl 6.4









1 'Have you lost your mind?!' Just kidding, it's just a polygon glitch. **2** The car chase scene is one hell of a ride and is probably the best part of *VC2*. **3** *VC2* features some of the most intense shoot 'em up action ever. **4** All the baddies hang out here. See all the hiding places?

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	8	EXTRAS	6
MUSIC	8	BALANCE	8	PRESENTATION	8
SOUND EFFECTS	9	DEPTH	7	INNOVATION	7

RATING

7.8



CONSIDER PARTICIPATING (WILLINGLY) IN THE PHENOMENAL HOME VERSION OF THE FIRST ARCADE VIDEO GAME EVER TO MAKE IT INTO THE HOCKEY HALL OF FAME, AND, IN TURN, BEING CHECKED, SLASHED, PITTED AGAINST THE MOST REALISTIC PLAYERS AROUND, SELECTING FROM OVER 20 POWER-UPS, INCLUDING SUPER GOALIE, BIG HEAD AND BABY SIZE MODES, BUILDING UP YOUR HOT METER AND LITERALLY SETTING THE NET ON FIRE AGAINST 1, 2 OR 3 OTHER PARTICIPANTS WHILE LEGENDARY BLACKHAWKS™ ANNOUNCER PAT FOLEY SCREAMS IN YOUR EAR. ***THE ARCADE HIT HAS COME HOME.***

2 ON 2 OPEN ICE CHALLENGE

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セガ サターン

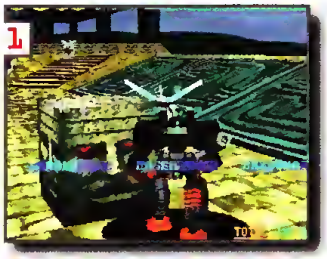
REVIEW
SATURN

VIRTUAL ON

Sega's best arcade translation ever?

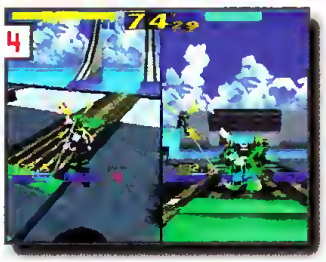
Perhaps the very definition of a gamer's game, *Virtual On* from Sega's AM3 is for players ready for something a little different. Set in a futuristic environment, this mech fighting game boasts a sophisticated fighting engine and a host of well designed mechs. Following many of the same rules as a traditional fighting game, with head-to-head matches and best-of-three rounds, *Virtual On* is still difficult to describe as a fighting game. Perhaps the element that most sets this game apart from other 3D fighting games is the use of projectile weapons and extremely long range battles which take place in a variety of outdoor arenas. Combining these unique gameplay elements with the unusual characters and arenas helps to create a challenging, yet extremely satisfying, gaming experience.

Ported from the arcade, the Saturn version of *Virtual On* bears a remarkable likeness to the original. The only area where the home version struggles to keep up is in the game's control which, due to the arcade's dual stick custom control, is not an easy translation. In an effort to help minimize the controller shock, the game's designers have offered several different configurations in the hopes that players will find one that works. Another option is to buy the additional *Virtual On* dual stick controller made specifically for use with the Saturn version. Certainly if you are a diehard fan of the arcade version and simply can't have it any other way, then the *Virtual On* controller completes the package very nicely. However, beyond a short adjustment period, the standard Saturn controller is more than adequate.

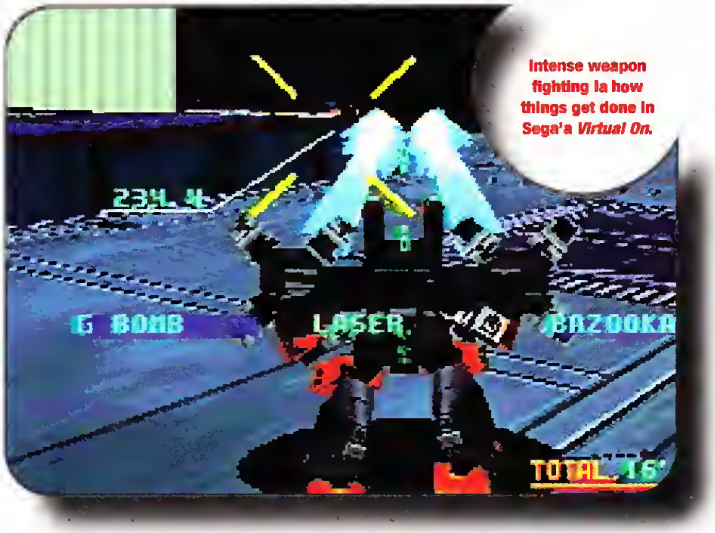








1 Each arena offers a variety of 3D objects to duck behind and plan your attacks. 2 The variety of weapons helps to distinguish between the mechs. 3 Though most of the fighting is done from a distance, there is some close range battling. 4 The two-player split screen mode is remarkably clean and responsive.



Intense weapon fighting is how things get done in Sega's *Virtual On*.



An extremely close match to the arcade, *Virtual On* for Saturn is a very nice translation.

Once the control is mastered, players will start to uncover the real allure of *Virtual On*, which is the strategic approach to fighting with the mechs. Each mech has a variety of different attacks and strengths, making this game a well balanced and constantly challenging experience. Also adding to the game's replay value is an excellent split-screen mode, which offers the choice of either a horizontal or vertical split. Combining the variety of mechs and arenas with each player's unique strategy gives the two-player mode an almost endless replay value. In the end, *Virtual On* is probably not for everyone, but for those who think they may appreciate this kind of gaming experience, the game itself is very well done and is likely to live up to even the most stringent standards.

PATRICK BAGGATTA

ALTERNATIVES
Gun Griffon 8.2
Robo Pit 7.6
Cyber Sled 7.1

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	8	EXTRAS	10
MUSIC	8	BALANCE	8	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	8	INNOVATION	10

RATING
8.6

JET MOTO

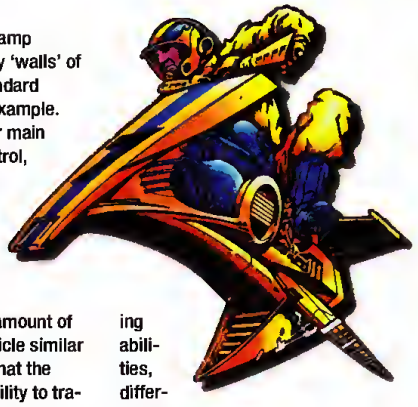
It's no WaveRace 64, but Jet Moto goes where its Nintendo rival can't

The first thing that many people will do when they see *Jet Moto* is immediately compare it to Nintendo's highly acclaimed *WaveRace 64*. In fact, a cursory first play of both *WaveRace 64* and *Jet Moto* will likely leave the gamer more impressed with *WaveRace 64*'s superb control and exquisite graphics, but if that brief exposure results in the premature dismissal of *Jet Moto*, the player will miss out on a deep and entertaining title.

In terms of graphics, *Jet Moto* comes up somewhat short when compared to *WaveRace 64*. Still, there are a number of moments in *Jet Moto* that the player will be awed by the beauty and intricacies of the race environments. There are breathtaking sequences on all the tracks, but racing along serene swamp waters, then bursting through a plantation house before diving over a waterfall ranks as a classic videogame moment. Unfortunately, there are definitely lapses in the graphics that detract from the overall experience. The beauty of the reflective swamp waters being diminished by 'walls' of swamp reeds and sub-standard splash effects is just one example.

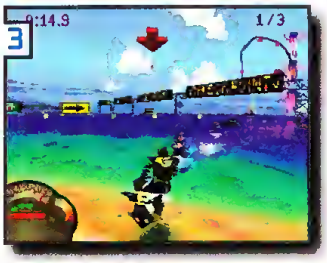
WaveRace 64's other main strength is in its game control, but a direct comparison of the control attributes isn't really fair, as there is no way to determine how a jet moto should feel and handle. Although *Jet Moto* does feature a significant amount of racing over water on a vehicle similar to a jet ski, the hoverbike that the player races has the capability to traverse many different terrains. The *WaveRace* jet ski's instantaneous reaction to control input is extremely satisfying, but *Jet Moto*'s control never gets in the way of gameplay.

It is gameplay that is *Jet Moto*'s strongest aspect. *WaveRace 64* is a great game, but *Jet Moto*'s huge and diverse tracks, filled with twenty competitors, perhaps makes the game a more ambitious effort. Elements such as jet motos of differing abilities, different speed and handling characteristics over different terrain, electronic grappling beams, turbos, and outrageous jumps force the player to consider numerous strategy elements in order to succeed. A typical *Jet Moto* race will have you racing at insane speeds, bullying your way past competitors, sling-shotting out of sharp turns using your grappling beam, and blasting into the air for some major hangtime. If there was ever a game that takes racing to the extreme, *Jet Moto* is it.













Reality takes a backseat, but fun doesn't, as *Jet Moto* takes racing action to the limits.

ROGER BURCHILL

1 Racing in *Jet Moto* is always intense and challenging. 2 A jet moto may resemble a jet ski, but it has the ability to traverse water, land, and even snow covered mountains. 3 Features like an electronic grappling beam enhance strategy aspects and raise the learning curve for the game. 4 Each of the ten tracks is unique and expansive.

ALTERNATIVES

Road Rash	7.3
WaveRace 64	9.5
Wipeout XL	9.5

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	8	EXTRAS	8
MUSIC	9	BALANCE	9	PRESENTATION	8
SOUND EFFECTS	7	DEPTH	9	INNOVATION	8

RATING

8.4

SHADOWS OF THE EMPIRE

The Empire doesn't strike out, but Nintendo reveals a dark side

Easily classified as one of the most anticipated third-party titles for the Nintendo 64, *Shadows of the Empire's* strength lies more in its movie-license than in the innovative and entertaining nature of the gameplay. Considering the high expectations associated with Nintendo 64 games, the game may be considered somewhat of a disappointment. Regardless, the *Star Wars* name will probably ensure that the title sells extraordinarily well.

Technically, *Shadows of the Empire* seems to look and sound great on initial inspection, but a closer examination reveals that the graphics and sound are not that extraordinary and there are definite indications that the cartridge-format limitations of the Nintendo 64 are rearing their ugly heads.

SOTE boasts graphics that are at times impressive while at other times sadly lacking. The sequence in the sewers of the Imperial City are particularly sad, with the water/sludge being one big unmoving plane of texture. As for music and sound, they're lifted directly from the film soundtrack, so they are authentic and satisfying, but once again cartridge restraints force a lot of looping.



Speeder attacks and space battles aside, most of the gameplay in *SOTE* is a third-person shooter.

Popularity and marketability aside, the gameplay in *Shadows* can best be described as uninspired. Most of the game is a shooter that can be played in either the first-person or third-person perspective. The best levels in *SOTE* are the AT-AT battles on the ice planet of Hoth at the beginning of the game. Piloting a snowspeeder is every *Star Wars* fans' dream and zooming through a pack of the Empire's armored behemoths is exhilarating. But even here, there are irritating restrictions on gameplay. The speeder can only move up, down, left, or right (forget about any aerobatic spins and rolls), and forget about flying over the mountains to explore the '3D' world – the gameplay in *Shadows* is for the most part restricted to a single arena or a particular pathway.

Levels like an asteroid field TIE fighter attack, a race through Mos Eisley on hover bikes, a final space battle shoot-out, and a mine cart level (shudder) add variety to the gameplay, but none of it is particularly exciting. In fact, it may be this vast variety of game-types that is the ultimate downfall of *Shadows of the Empire*. A well–done, detailed, snowspeeder flight sim with an expansive 3D environment would've been an intriguing, better-focused game. Instead, by being a student of all genres, *Shadows of the Empire* is ultimately the master of none.

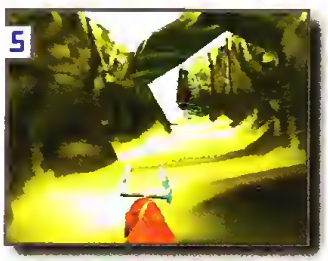
ROGER BURCHILL











ALTERNATIVES
Die Hard Trilogy 8.5
Tomb Raider 9.5

1 The AT-At attack on the ice planet of Hoth is definitely one of the game's high points. 2 Moving a targeting icon around isn't exactly revolutionary gameplay, but hey, you're shooting down TIE fighters! 3 FMV sequences may not enrich gameplay, but having to read the storyline just doesn't feel high tech. 4 Being a *Star Wars* game does a lot to forgive some of the uninspired gameplay in *Shadows of the Empire*. 5 Racing through the streets of Mos Eisley adds variety, but it isn't exactly sterling gameplay.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	6	EXTRAS	3
MUSIC	8	BALANCE	7	PRESENTATION	7
SOUND EFFECTS	9	DEPTH	6	INNOVATION	6

RATING

6.7





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2XTREME

Is this sequel really extreme, or is it just 2 little?



One of the first games available for the PlayStation was *ESPN Extreme Games* and, despite mediocre reviews, the game was one of the best-selling PlayStation games of the year. The main reason it did so well was because there just weren't many games available. This time, it's going to take a much better game to do as well.

With that in mind, Sony has added several new features to *2Xtreme*. Gone from this year's game are the ridiculous street lugers, which have been replaced with snowboarders. The races have also changed.



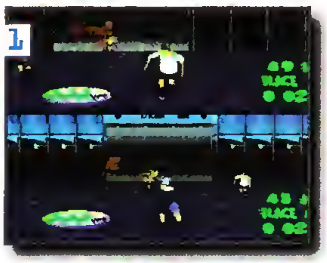
Snowboarding is a great idea, but it lacks the speed and playability of pure snowboarding games like *Cool Boarders*.

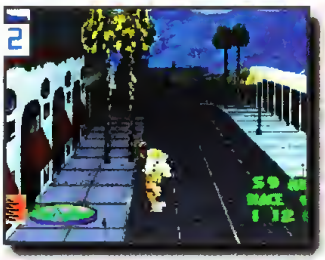
Instead of racing all the vehicles in one race, each sport has its own track and race. You can race on a mountain bike, a skateboard, rollerblades, or the snowboard, each on its own track. There are several tracks for each vehicle, but each one looks almost exactly like the others. The biggest gameplay addition is the ability to perform tricks and gain trick points. Each vehicle can pull off four degrees of tricks with simple button combinations. This does add to the depth of the game, but if the tricks weren't predetermined, it would've been a much better addition. What the developers seem to have forgotten is that the fun of doing freestyle tricks is to create them yourself, not to enter some buttons and watch a preset animation.

While Sony has tried to add some new gameplay elements, the real problem with *2Extreme* is the same thing that was wrong *ESPN Extreme Games* — it's just too slow. What makes racing games so exhilarating is the absolute breakneck speed that you feel as you head down the track. Rollerblades and mountain bikes just don't reach those speeds. On top of the slow pace, *2Xtreme* doesn't look as good graphically as the first game. For some reason, the characters are more pixelated and the tracks don't look near as good. The split-screen two-player game is definitely the saving grace for this title. There's just something so right about knocking your buddy off his mountain bike in the two-player game. However, the two-player game in the first *Extreme* is just as good.

Overall, *2Xtreme* just doesn't do enough things right to be an 'A' title, but the added tricks may be enough incentive for many *Extreme* fans.

MIKE SALMON











The tracks in *2Xtreme* don't even look as sharp as the first game, but some interesting obstacles, like elephants, were added.

1 The two-player game is the best part of *2Xtreme*, but a link option would have been nice as well.

2-4 Each vehicle has its own set of simple tricks, but the way you pull off preset tricks isn't very exciting.

ALTERNATIVES
Road Rash 64 8.3
WaveRace 64 9.5

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	6	INTERACTION	6	EXTRAS	7
MUSIC	7	BALANCE	5	PRESENTATION	6
SOUND EFFECTS	6	DEPTH	6	INNOVATION	4

RATING 5.9

CRUISIN' USA

This game is an accident waiting to happen

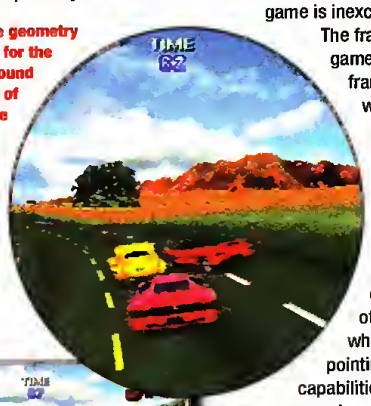
This game began as the brainchild of legendary game designer Eugene Jarvis (of *Defender* fame) and was turned into a somewhat successful arcade title. From the very beginning of this project, *Cruisin'* was intended for the Nintendo 64 (or the Ultra 64, at that time). It is possibly for this reason that we are most disappointed in the end result of a more than two year development period for this title.

Simply enough, *Cruisin'* is a race across America where, along the way, you are briefly exposed to various US landmarks. A simple and good enough premise for a racing game, however, the N64 version of this game is inexcusably poor.

The frame rate of the game rarely exceeds 20 frames per second, which is totally unforgivable, given the simple geometry of the cars and a lack of any geometry in the background. Backgrounds are essentially a couple of layers of parallax, which is very disappointing, given the capabilities of Nintendo's new console.

Control within the game is helped slightly by the use of the analog stick, but the steering algorithm used makes the car hard to control. The feeling of speed simply isn't apparent when playing the game and is even further diminished when playing the two player, split-screen mode. Furthermore, the incredibly cheap/ridiculous collision detection does little to add to the fun factor of the game.

Finally, the most glaring problem with the game is the music, which ranges from poorly composed country twang to a somewhat more appropriate, but still poorly composed, lightweight techno. If there was ever a soundtrack that would drive you insane, this is it. Thankfully, the developers were courteous enough to include an option where the music can be turned off.



What little geometry there is for the background is in the form of simple tunnels. How boring.





1 Locations such as San Francisco are part of your sojourn across the US.

2 Nondescript landscapes are fairly standard in *Cruisin'*.





1 High speed collisions result in flips and spins of your vehicle. 2 This attractive babe is all you have to motivate you; the gameplay sure doesn't.

Overall, this game was clearly developed half-heartedly, barely taking advantage of what the N64 is capable (anti-aliased sprites excepted). We honestly have to say that this is one example of how not to develop a game. Paying full price for *Cruisin' USA* (which incidentally, I finished in less than two hours) would be a crime.

CHRISTIAN SVENSSON



The Golden Gate bridge is a highpoint. Unfortunately, the scenery goes downhill from there rather quickly.

ALTERNATIVES
Formula 1 9.3
Andretti Racing 8.5
Destruction Derby 2 8.6

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	4	INTERACTION	4	EXTRAS	3
MUSIC	1	BALANCE	4	PRESENTATION	5
SOUND EFFECTS	2	DEPTH	2	INNOVATION	3

RATING 3.1

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KING'S FIELD II

Is it an RPG for the masses or just a slow-moving action game?

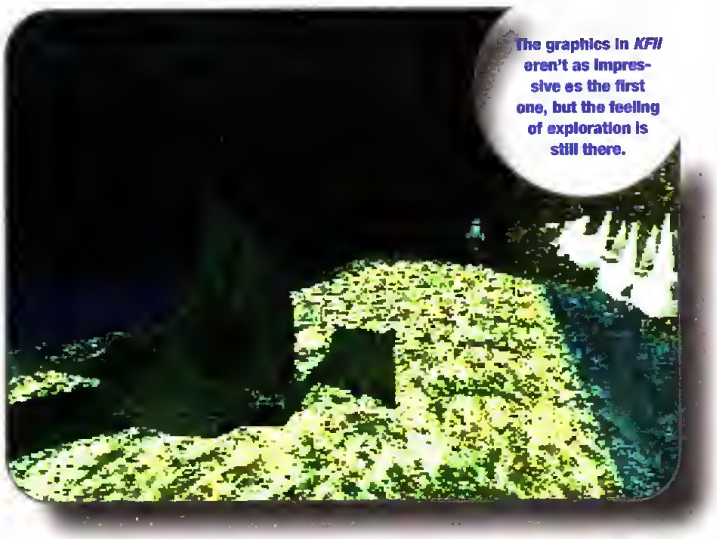
When the original *King's Field* (actually *King's Field II* in Japan) landed on our shores last year, it showcased real-time, 360-degree 3D like we'd never seen on the PlayStation. It combined that with a haunting soundtrack and just enough RPG and action elements to make it one of the more intriguing titles of the year. Now, with *King's Field II* (actually *King's Field III* in Japan), the developers at From Software tried to go even further on all counts.

In case you aren't familiar, *King's Field* and *King's Field II* play like a combination of a *Doom*-style action game and a traditional RPG. The inherent problem with this type of game is that the action can't compare with a true action game and the RPG isn't near as involved as, say a *Final Fantasy* game. Therefore, you end up with two-diluted genres in one title.

Last year, as diluted as the RPG elements in *KF* were, it was still the closest thing to an RPG that the PlayStation had. However, this year there is much more competition. Because of this, the flaws in *KFII* are glaringly evident. First off, the first-person 3D engine is very slow and the battles are predictable — you run and slash at the enemy, run back, and repeat. However, this does get better as the game moves on. The enemies start to attack you with different tactics and projectiles, and once you learn enough magic, the battles become much more interesting. The second problem area for *KFII* is the shallow RPG element of the game. Yes, you gain levels, experience points, hit points, and magic, but the story can't compare with the classics and the NPC interaction is stale. But while *KFII* falls short as an RPG or an action game, it isn't without value or entertainment.

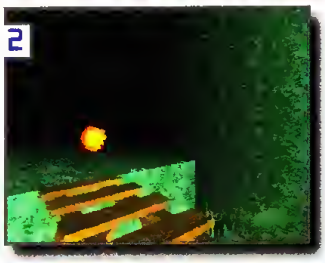
Even with the control problems, I just kept playing. I realized that I actually enjoyed this game. The world in *KFII* isn't as pretty as in the first game, but it's more expansive and includes a great variety of things to explore. I forgave the poor combat system because of the enjoyment I got out of exploring a vast territory, gaining levels and new powers all along the way. *KFII* doesn't do everything right, but if you don't mind a bit of clunkiness in battle, it is a worthy adventure to set forth on.

MIKE SALMON



The graphics in *KFII* aren't as impressive as the first one, but the feeling of exploration is still there.

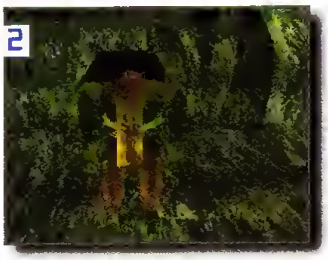




1 The early enemies, like these Mushrooms, are predictable and a bit boring. 2 When you pick up the Fireball spell, you can take out your enemies at a distance, instead of getting in close.









1 Buying and finding new weapons and armor just makes you want to keep playing to get the ultimate set up. 2 I'm not sure if the faceless humans are scary or just plain weird, but after a while, you accept it as the norm. 3 The real fun in *KFII* starts when you start to learn some of the amazing magic spells.

ALTERNATIVES
Suikoden 9.1
Legacy of Kain 8.0
Virtual Hydelide 7.1

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	6	EXTRAS	6
MUSIC	8	BALANCE	8	PRESENTATION	6
SOUND EFFECTS	9	DEPTH	8	INNOVATION	7

RATING **7.3**

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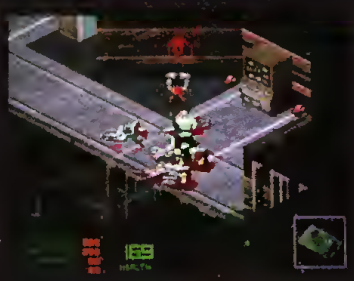
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コンピューターゲーム PC REVIEW

PC CD-ROM

TERMINATOR: SKYNET

SkyNET is one stellar game!

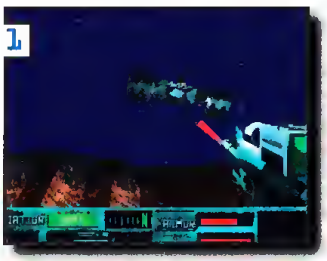
REQUIREMENTS
- 486DX2/66
- 8MB RAM
- 30MB Hard-drive space
- VGA
- MOUSE

Bethesda has worked with the *Terminator* license for a long time. It was inevitable that, after several games that dealt with the world of cybernetic menace to humanity, they would finally come out with a stellar game. And that's what *SkyNET* is.

If you played *Terminator: Future Shock*, it's the exact same engine, same textures, and same robots. However, *SkyNET* contains a whole new set of missions, and a new story line to go with them. But what really makes this game more than another *Future Shock* are the two key elements of stunning high-resolution graphics and multi-player support. You can even use *SkyNET* to add high-res and some of the new weapons to the original *Future Shock!*

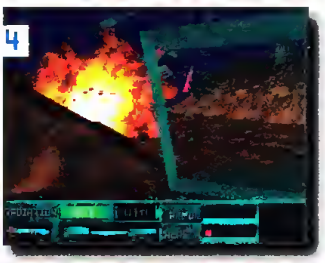
The single-player missions are incredible. There are only eight of them overall, but each one takes quite a while to finish. They are filled with all sorts of puzzles — from shooting down an antenna on the roof of one building to reach a building across the street, to knocking a hole in the wall at the back of a garage to reach a harbor. The briefings are in full-motion video, with the drawback being that the acting is horrendous. The enemy AI isn't the best, but there are enough challenges to satisfy any hard-core action gamer. You can drive jeeps and even pilot a hunter/killer (H/K). The missions are hard, yet not impossible, and require not only fast fingers, but a sharp mind.

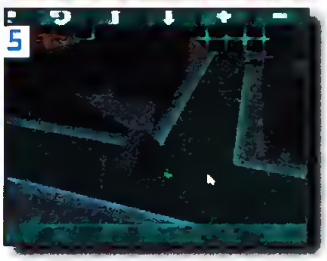
As for the multi-player mode, the sheer number of weapons and items make death-matching for up to eight people a blast. The several maps to choose from vary in size and complexity — some in the ruined city of LA, some in the desert, and one even in the Hollywood Hills. Players can choose the character to play, from human man to terminator woman, and control some variables, such as how many jeeps or H/Ks are available. If you play as a terminator unit, you even have a modified view and on-line sensors that automatically detect and track other players. Judged against *Quake*, *SkyNET* is a superior one-player game and a comparable multi-player experience.











1 Hunter/Killers tend to pop out of nowhere to rain death on your head. Keep an eye to the sky. **2** Things get crowded inside some of the installations. **3** The FMV briefings are entertaining, but the acting could use some work. **4** The jeep is a powerful vehicle with its laser cannon and rocket launcher. **5** The automap is nearly useless in the outdoor areas.

SkyNET, however, isn't perfect. Several problems are simple pet-peeves — there's no run-mode toggle, you can't move while crouched and, when you get in a jeep or H/K during a single-player mission, you can't get out to restore health or armor. The auto-map is also the single most useless part of the game, showing you a 3D scene of a small area around you. More major bugs creep into the game every now and then: during multi-player, it's possible to mysteriously die for seemingly no reason. The clipping is a bit ragged — it's possible to get yourself stuck fairly easily between a couple of objects. Hopefully, some patches will address these issues. Until then, though, *Terminator: SkyNET* is going to give *Quake* a run for its money.

MIKE WOLF



The T-600 Terminators look nasty up close and carry quite a wallop. Will the competition *Quake* in their boots?

ALTERNATIVES
Disruptor 9.2
Final Doom 8.1
Quake 8.6

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	9	EXTRAS	8
MUSIC	7	BALANCE	10	PRESENTATION	8
SOUND EFFECTS	9	DEPTH	9	INNOVATION	8

RATING 8.9

CONTRA: LEGACY OF WAR

Sometimes 3D just ain't what it's cracked up to be

As the 32-bit market continues to diversify, it's only natural that some of the biggest 16-bit franchise titles are starting to show up in next generation form. Enter *Contra: Legacy of War*, a 3D version of Konami's over-the-top war shooter series. Complete with a retro 3D mode designed for use with any 3D glasses, *Legacy of War* attempts to capture the magic of former *Contra* games with all the bells and whistles of the contemporary videogame market. In trading the side-on view for an overhead view, the gameplay is undeniably altered, but the action is clearly in the same vein and fans of the series will never be left wondering what to do or what's coming next. The question then becomes whether or not the new format succeeds on the same level as did the original titles.



With fully polygonal end texture mapped creatures, the game serves up some pretty menacing foes.

In a market which suggests '3D makes everything better', a game like *Legacy of War* may be a valid counter-argument. Visually, this version of *Contra* is far and away the most stunning of the series. The polygonal structures and enemies do help to bring the look and feel of the game up to a new level of realism. However, in making the action match the new look, a big part of the magic is lost. What made the *Contra* series great was that, when something came on the screen, the player knew instantly what to do and how to do it. For the most part, *Legacy of War* maintains the same principle, however, with the overhead perspective, there are a number of points in the game where catching an enemy in your line of fire is frustratingly difficult. In an action shooter like *Contra*, this is simply unforgivable.

Dther than the perspective problems, *Legacy of War* is lacking in the thrills department. For a game where the player is supposed to be set against insurmountable odds, the action never reaches the right kind of frenzy. More often, the game leads you down a linear path with just enough 3D freedom to slow the pace of the action. There are some nice 3D enemies and cleverly hidden power-up items, but the action is tedious and uninspired. *Contra* is certainly not without its allure, but overall the game is just not the adrenaline rush it was meant to be.

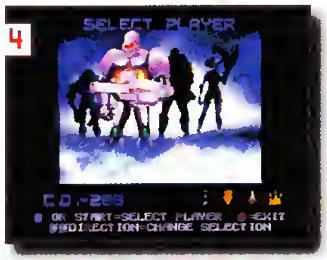


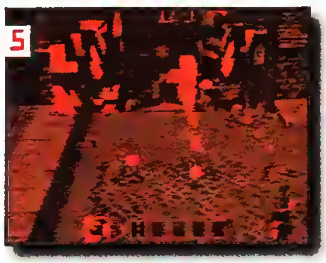
Set in a new 3D world, *Legacy of War* just isn't the same.











1 Welcome matey, to the River of Destruction! 2 The new overhead perspective can become confusing at times. 3 Finding hidden items along the way is a big part of the game. 4 Choose from one of four characters with varied firepower. 5 The 3D mode is pretty convincing with even the cheapest pair of 3D movie glasses.

PATRICK BAGGATTA

ALTERNATIVES
Die Hard Trilogy 8.5
Legacy Of Kain 8.0
Loaded 9.1

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	6	EXTRAS	9
MUSIC	6	BALANCE	7	PRESENTATION	7
SOUND EFFECTS	6	DEPTH	6	INNOVATION	6

RATING 6.5

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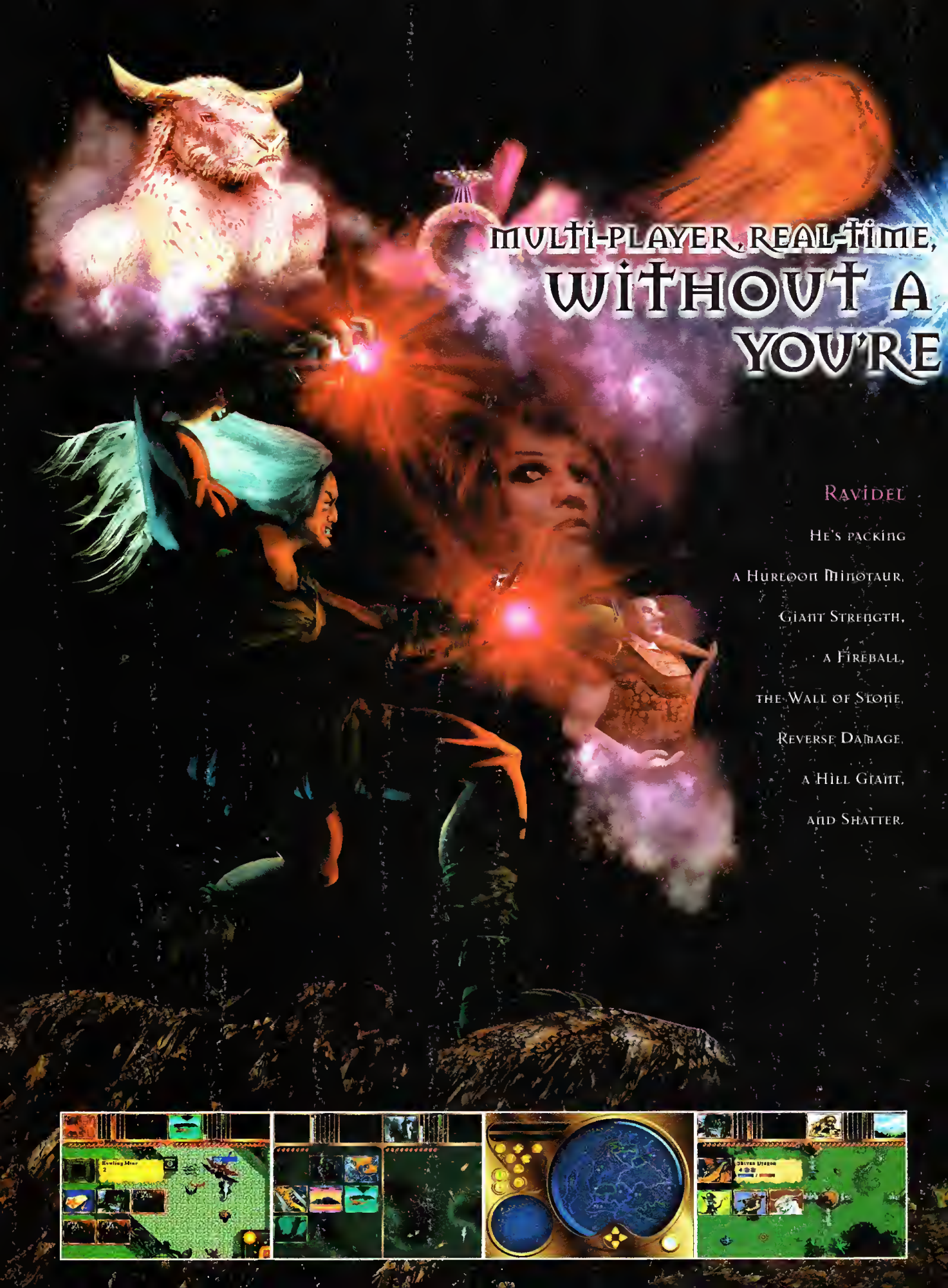
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SPORTSLINE

This month, Sportsline is giving birth to a couple of new features to further enhance the most complete sports game coverage in the world. Each time it's appropriate, I will guide you through some of the biggest sports games with helpful hints and a better understanding of the X's and O's in the ULTRA Playbook. This time I share my secrets on **Worldwide Soccer '97** *which, in case you missed last issue, is the best damn sports game around. Another continuing feature is going to be Still Playing, which will showcase games that have the necessary depth to keep me (and all of you) playing them well after the first couple weeks.*

This is also the month I finally put a score on the best hoops game around (ITZ2), and unveil the latest on Sony's **NBA Shootout '97**. *Unfortunately, Sony still wouldn't give me a reviewable copy of* **Gameday '97**, *but I did put the nearly completed game through its paces and it is already awesome. This Sportsline would have been longer, but the NBA has started and I gots to watch my Bulls.*

● *Mike Salmon*
Mike_Salmon@gm.imagine-inc.com

STILL PLAYING

Hey, I wasn't the biggest fan of *Gamebreaker* when it first came in, but right now my PlayStation at home is constantly playing host to the Western Michigan Bronco's drive towards the national title. The AI is the best I've seen in a football game. Trying to take out the tough teams is anything but easy. Like any football game, there are money plays, but go to the well once too often and the computer will get it right and make the stop. Even several months after the release of *Gamebreaker*, it is getting plenty of play. I strongly suggest that any football fan check it out. Even if your season goes to the pits and you miss a bowl game, there are still the seasonal awards to play for. It may be a bit unrealistic for Western Michigan to have a Heisman candidate, but I'd rather lose a game than not get my halfback his 220 yards a game. Basically, *Gamebreaker* is just loaded with replay value.



ULTRA PLAYBOOK

Worldwide Soccer '97
Publisher: Sega
Developer: Sega Of Japan

The only way I could justify playing *WWS'97* every single day was to do a strategy on it, so I did. When you first pick up this game, you realize the ultimate control that has been put in your hands, but there is more. Here's a few hints to help you capture the cup and dominate your friends, like I do in the office. The only thing I fear is if Patrick and Roger get a hold of this strategy, it could spell trouble for my current reign.





1-2 If you double tap towards either side of your player when you've got the ball, you pull off a feint. This is a great way to fake out the goalie and defenders (it works when you're going diagonal as well).



1 Another way to keep possession in traffic is to go back and forth quickly until you shake the player. 2 One of the best ways to get a goal is to lob the ball to the front of the goal, then either head it into the net or wait for the goalie to knock it up in the air and get the rebound. 3 If you can manage to work the ball towards the goal line, you can back heel the ball to a teammate for a wide open net.

NBA SHOOTOUT '97

After last year's dismal effort, can Sony make a play for the b-ball crown?



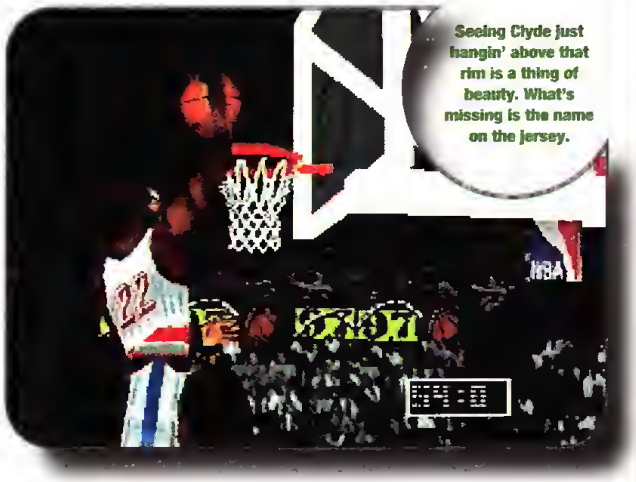
1 The game is looking even better. 2 Working the post with The Dream could separate this title from the rest. 3 Check out the jam by Mario Elie. 4 *Shoot Out '97* is definitely an above the rim game.

When *NBA Shoot Out* came out last year with incredible hype, its slow play and a lack of features made it fall far short of expectations. The game was developed in England and, possibly because of the lack of B-ball knowledge, it never really captured the sport very well. This time around, Sony Interactive Studios of America has had a hand in the development of the game. It's still being done in England, but the U.S. division has been guiding them all along.

Some of the features in *Shoot Out '97* are all 29 teams with updated 12 man rosters, trade player, create player, sign free agents, Exhibition, Full Season (82), Simulate Season, NBA Playoffs, All-Star game (determined by the season you're playing), NBA Finals, and the correct three-point line. Latrell Sprewell was motion-captured and there will be seven types of dunks (both right and left handed), including tomahawk, 360, windmill, two handed jam, one handed jam, alley-oop and more. The one problem I see with this is that every player is going to dunk like Latrell Sprewell and, as much as Luc Longley wishes he could dunk like Sprewell, it just isn't realistic.

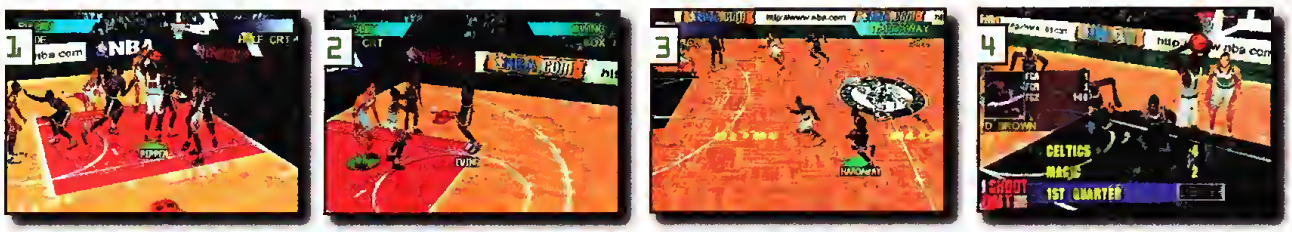
Other upgrades include in-depth coaching options and many more plays. The offenses include box, inside triangle, outside triangle, hi-lo post, and a three point offense. Adding even more depth to the plays is the ability to call for a screen or a cutter (closest to the ball or basket) or using team strategy, like user selected double teams, crashing the boards, half court pressure and full court pressure. As nice as the team options are, the most exciting part about the NBA is the one-on-one confrontation and that is where *NBA Shoot Out '97* is looking to improve the most. You have the ability to dribble between your legs or around your back, dish the ball in mid-air, perform give & gos with the new icon passing, block shots, one-handed swats, steals, jump shots, and speed bursts. The new icon-passing is something that was used in *NHL Face-Off '97* and it serves as a very easy way to hit the proper player with a pass. How it works in basketball is yet to be determined.

The graphics and sound have both been upgraded, with realistic player faces on each player, along with an all new PA announcer and color commentary. *Shoot Out '97* is also attempting to create the most realistic player performance yet, with players that actually perform to their real life abilities. The other must-haves for hoops games like league leaders, stat tracking, simulation, season awards, and three levels of difficulty are all included in the game. Still no real idea of how smooth or realistic *Shootout '97* plays, but at least the features and ideas behind the game have been improved drastically. Now if the game can follow suit. More on this title next month.



Seeing Clyde just hangin' above that rim is a thing of beauty. What's missing is the name on the jersey.

THE LINE



1 They've managed getting Pippen, but the real question is, how is their Jordan? 2 Fully updated rosters means that Patrick will have L.J. and the rest of his new teammates. 3 The fast break is something that was sorely missing from last year. 4 Maybe Dee Brown needs to give those Reeboks another pump...



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- The year's top games
- 1997 Preview
- Christmas Nights

STRATEGIES:
- PilotWings 64
- Tobal No. 1
- Super Mario 64



ISSUE 91 — 12/96

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- WaveRace 64
- Soviet Strike
- Fighting Vipers
- Formula One

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- Ultimate MK3
- Crash Bandicoot



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- Cash Bandicoot Secret
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- Huge Game Shark Codes Section



ISSUE 86 — 07/96

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- Sonic X-Treme, Part 2

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ISSUE 85 — 06/96

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- Street Fighter Alpha 2
- Soul Edge
- Alien Trilogy



ISSUE 84 — 05/96

COVER STORY:
- Virtua Fighter 3
- Ultimate MK 3
- Final Fantasy VII

STRATEGIES:
- Resident Evil, Part 2
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	Street Fighter Alpha

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STRATEGIES:	D, Fighting Vipers
	NFL Gameday,

ISSUE 81 — 02/96

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	Fighter Strategy

ISSUE 78 — 12/95

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	Primal Rage, MK3

ISSUE 77 — 11/95

COVER STORY:	Sega's Arcade Conversions
STRATEGIES:	Tekken, Mega Man VII
	Weaponlord, Shinobi Leg.

NFL GAMEDAY '97

The ultimate football game just keeps getting better and better



1 You can take a look down the line of scrimmage and tell where all your players are by jersey number.
2 The advanced moves in *Gameday '97* really add a new element, like going up high with the one-handed grab.
3 The hard hit directly after a catch is still the best way to play the D.

Well, I've already given *Gameday '97* football game of the year, yet I haven't even received a reviewable disc. How is this possible? The version I have still hasn't been completely tweaked, but it already blows away any other football game available. Just take a look at the screenshots on this page to see the unbeatable graphics. Each team's uniforms are the right color and every player has the correct number on his jersey. Also new for this year are better stadiums. You'll be able to recognize 3Comm Park and all the other stadiums by their realistic looks.

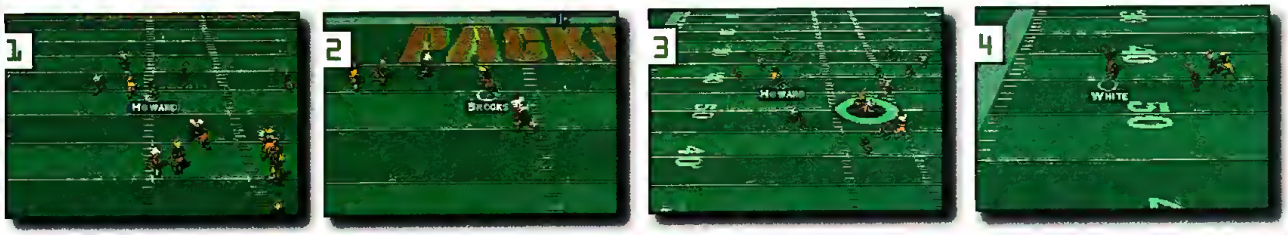
Still, it's not the graphics that make *Gameday '97* so impressive. It's the fast-paced and tight gameplay that makes each game an intense adrenaline rush. One thing *Gameday* perfects better than any game is the feeling when you make a big hit. I can't think of anything more satisfying than calling out the lightning with a stinging blow to your opponent. However, this does bring up one of the few criticisms of the first *Gameday* where, every time you popped a receiver, the ball would fly out and usually be picked off. In *Gameday '97*, this has been fixed, kind of. The best way to play defense is still to pop the receiver as soon as he touches the ball, but now interceptions aren't near as frequent. Also, the pass interference call is made with much more regularity, which helps deter the constant quick hits. Personally, I'm still not a big fan of this type of defensive play, but there isn't a game out there that has figured out a better way to do it.

What makes *Gameday '97* such an intense game is the way you must read the defense to master the game. It seems like each pass play you call has at least one receiver open. The key is to find that receiver and time it right before the pass rush gets to you. This really makes you the arm-chair quarterback and, when you get good enough, you can read the defenses right from the line of scrimmage. If you spot a wide zone, you have to find a receiver that is going to settle down in the middle of the field, but if the defense is playing man-to-man, you'll have to time a post pattern to your flanker. It's exactly this thinking on your feet that makes a great quarterback and, in *Gameday '97*, it's the player who has all the pressure of an NFL quarterback. Next month, I'll finally review this. Until then, picking up a copy of *Gameday '97* is recommended.



Just watching *Gameday '97* in motion is liable to bring on the Sunday urges for beer and pizza.

THE LINE



1 Once you see the corner go out wide to the sidelines, you know they're playing a wide zone, so hitting the triangle receiver on the hash marks is the best play. 2 If the linebackers come on a blitz or clear the middle and the safeties start dropping into deep coverage, then throw a quick post to the X receiver. 3 In man-to-man, a quick out pattern should pick up at least 5. 4 Against a two-deep zone, a well timed post to the square receiver is good for about 30 yards, but throwing late can hurt you.

REVIEW PLAYSTATION プレイステーション

IN THE ZONE 2

The perfect basketball game would include fast arcade-style gameplay and an in-depth simulation mode with all the stats and excitement of an NBA season. However, that game has never been made. On one side of the ball, you have *NBA Live '97*, which has the most in-depth playbook, rosters, and features around. On the other side, you have *In The Zone 2*, which is the best playing and looking game ever. So unless EA and Konami merge both games into one, you have to make a choice. I had the same choice to make and *In The Zone 2* was the only game I wanted to play.

What makes *ITZ2* the best hoops game ever is simple. It gives you the most complete control over a completely realistic-looking NBA team. You are in control of every NBA player and you can do just about anything you want. In *Live*, the players all seem to meld together into one big mass, while in *ITZ2*, the collision detection is amazing. You can even back a player down in the paint, but if he plants his feet, you'll get called for the charge.

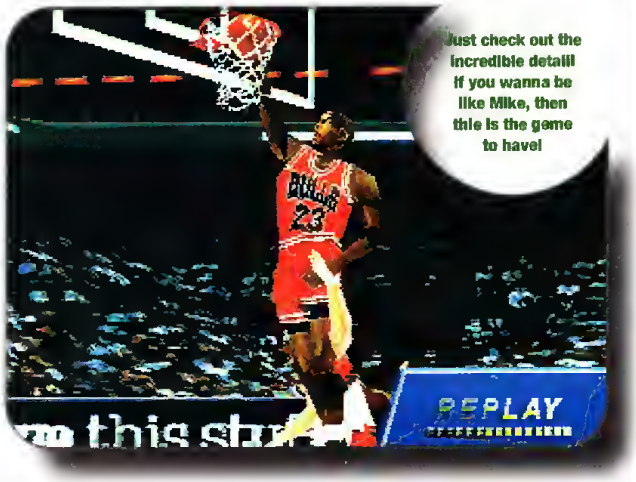
The main flaw in last year's game was the lack of defense. This year, it has been improved upon, but once you figure out how to run the offense, scoring is never a problem. The biggest rough spot is the ease of the alley-oop. It's a great play and, once you get it down, it's nearly impossible to stop. The only other problem area for *In The Zone 2* is the simulation options. This year, the game includes a full roster, season mode, stat-tracking, and some basic play-calling, but it just can't compare with the in-depth and easy to use season mode of *Live '97*. Even with these problems, *ITZ2* can't be touched by any other basketball game out there, merely because it's so smooth and easy to play.

The one scoring category I'm thinking of adding for every basketball game is the 'Most Like Jordan' category. If I had that category, *ITZ2* would get a perfect ten. MJ is on the bulls roster as #83 M. Guard, but who does Konami think they're kidding? One look at the 6'6" wonder reveals his true identity. To make it even more like Mike, you can go in and edit his number and name to create the best Jordan ever (with the exception of the one that really plays for the Bulls). Unfortunately, Konami wasn't able to include any rookies, so future stars like Iverson will have to wait until next year.

Any hoops fan will appreciate the quality and precision of *ITZ2*. I'm even betting some of the guys at EA are going to be playing a lot of this game. A definite must buy, and one of the best sports games of the year.



1-2 The alley-oop is a beautiful thing, but it is way too easy to pull off. Here Kemp takes Rodman for a ride, just like in the playoffs.
3 If there was just a code for Little Penny, this game would be complete.



Just check out the incredible detail! If you wanna be like Mike, then this is the game to have!









1 In Japan this game is called *NBA PowerDunkers 2*, and it is a very fitting title. 2 Gheorge getting big and putting it down! Oh my, Ewing has to be embarrassed. 3 The best Jordan ever — just watch him fly. 4 Right down to the perfect placement of Scottie's sweat bands, this game has it all!

THE LINE

RATING **8.6**

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	10	EXTRAS	9
MUSIC	8	BALANCE	7	PRESENTATION	9
SOUND EFFECTS	9	DEPTH	7	INNOVATION	7

REVIEW PLAYSTATION プレイステーション

FIFA '97

If these are polygons, I want my sprites back now!

You know, I don't think any game has ever shocked and disappointed me quite like *FIFA '97*. Every single version of *FIFA* I've ever played has been the hands-down best soccer game around, until now. *FIFA '97* takes a respected tradition of fast, realistic gameplay and throws it down the drain with one of the worst soccer games I have ever played.



1-2 The most impressive part of *FIFA '97* is the complete *FIFA* license with all the players and the real uniforms as well. 3 When you see this screen, you know that fast-paced, hard-driving soccer action is on the way... NOT!

In the tradition of *NBA Live '97* and *NHL '97*, *FIFA '97* has its first time polygonal players and, out of the three, only one — *NHL '97* — is even remotely successful. Sure, the still screens of *FIFA '97* look amazing, with realistic uniforms and detailed players, but once you see this game moving so choppy and slow, it defies belief. *Worldwide Soccer '97* raised the bar for soccer games, but even that isn't the problem for *FIFA '97*. It can't even compete with the original 32-bit sports game, *FIFA* for the 3DO, much less last years *FIFA '96*.

What *FIFA '97* does right is what EA always does right, and that is an incredible presentation. The front end, players' license, stats, leagues, and more options than you'll know what to do with are all done well. But once the players take the pitch, *FIFA '97* drops down dramatically. The most glaring problem is the pace of the game, which is so slow that you may need a good five minutes to run from one end of the pitch to the other. EA wishes that was the only problem with *FIFA '97*, but the truth is the poor gameplay, slow frame-rate, miserable ball-physics, and sloppy control are just a few more of the many problems.



This screenshot looks great, but once the players start moving, the honeymoon is over.

The basic fact is that *FIFA '96* and its sprite-based players was twice as good as *FIFA '97*, which means the series is taking a serious step backwards. Hopefully all of the problems that plague *FIFA '97* and *NBA Live '97* are just growing pains as EA moves from sprites to polygons, but unless EA starts to show the same form that put them at the top of the sports world, they are in big trouble. I just don't understand how *FIFA '97* could have made it through testers without some of the key issues being addressed. If they would have spent as much time on gameplay as they did on the snazzy intro screen and smooth play-by-play, then maybe the tradition of *FIFA* could have moved to the next level. Instead, you are left with some of the best commentary (John Motson, Des Lynam, Andy Gray) and presentation, without any of that good fun game stuff to get in the way.

I do not enjoy slamming a game and I genuinely like all of the good people at EA, but the quality of this game is not acceptable.



1-2 Horrendous ball physics are evident all over this game. First just look how big the ball is on the foot, then notice how the ball doesn't even roll. 3-4 The camera angles are the same as last year, and none of them really get the view down as good as *Worldwide Soccer*.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	6	INTERACTION	2	EXTRAS	9
MUSIC	8	BALANCE	4	PRESENTATION	9
SOUND EFFECTS	9	DEPTH	5	INNOVATION	3

RATING **5.3**

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RATED

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ALONE IN THE DARK
SATURN • Issue #86 — Rating= 7.9

ANDRETTI RACING
PLAYSTATION • Issue #90 — Rating= 8.5

ARCADE CLASSICS
SEGA GENESIS • Issue #86 — Rating= 3.2

BAKU BAKU
SEGA SATURN • Issue #90 — Rating= 9.5

BASS MASTER CLASSIC: PRO EDITION
SNES • Issue #86 — Rating= 8.0

BATTLE ARENA TOSHINDEN 2
SATURN • Issue #85 — Rating= 8.1

BEYOND THE BEYOND
PLAYSTATION • Issue #89 — Rating= 6.8

BLAST CHAMBER
PLAYSTATION • Issue #92 — Rating= 6.4

BOCEY DEAD 6
PLAYSTATION • Issue #87 — Rating= 7.2

BUBSY 3D
PLAYSTATION • Issue #92 — Rating= 6.1

BUGS BUNNY: DOUBLE TROUBLE
GENESIS • Issue #87 — Rating= 3.0

BUST-A-MOVE 2
PLAYSTATION • Issue #87 — Rating= 8.6

C&C: RED ALERT
PC • Issue #92 — Rating= 8.8

COSMIC RACE
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CRASH BANDICOOT
PLAYSTATION • Issue #89 — Rating= 8.8

DECATHLETE
SATURN • Issue #89 — Rating= 8.4

DIE HARD TRILOGY
PLAYSTATION • Issue #89 — Rating= 8.5

FADE TO BLACK
PLAYSTATION • Issue #88 — Rating= 7.5

FINAL DOOM
PC • Issue #90 — Rating= 8.1

FIRE FIGHT
PC • Issue #89 — Rating= 7.6

F-1 CHALLENGE
SATURN • Issue #86 — Rating= 8.7

GOLDEN AXE: THE DUEL
SATURN • Issue #87 — Rating= 6.3

GUARDIAN HEROES
SATURN • Issue #86 — Rating= 8.6

GUN GRIFFON
SATURN • Issue #87 — Rating= 8.2

HORNED OWL
PLAYSTATION • Issue #89 — Rating= 6.4

JUMPING FLASH 2
PLAYSTATION • Issue #88 — Rating= 9.2

LEGEND OF OASIS
SATURN • Issue #88 — Rating= 8.4

LUFIA 2: RISE OF THE SINISTRALS
SNES • Issue #85 — Rating= 8.5

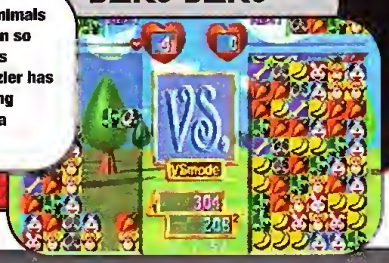
MACHINEHEAD
SATURN • Issue #92 — Rating= 6.8

MORTAL KOMBAT TRILOGY
NINTENDO 64 • Issue #92 — Rating= 7.7

SPOTLIGHT ON:

BAKU BAKU

Feeding the animals has never been so much fun! This addictive puzzler has kept us missing deadlines for a long time!



THIS MONTH'S TOP PICKS

1	Terminator: SkyNET	PC	Rating: 8.9
2	Virtual On	SS	Rating: 8.6
3	Jet Moto	PS	Rating: 8.4
4	Mechwarrior 2: Mercenary	PC	Rating: 8.3
5	Twisted Metal 2	PS	Rating: 8.2



MOTOR TOON GRAND PRIX
PLAYSTATION • Issue #90 — Rating= 8.1

MR. BONES
SATURN • Issue #92 — Rating= 7.6

NIGHTS
SATURN • Issue #89 — Rating= 9.3

OLYMPIC SOCCER
PLAYSTATION • Issue #86 — Rating= 8.3

OLYMPIC SUMMER GAMES
SNES • Issue #86 — Rating= 5.7

PANDEMONIUM
PLAYSTATION • Issue #92 — Rating= 8.1

PANZER DRAGOON ZWEI
SATURN • Issue #85 — Rating= 9.0

PILOTWINGS 64
N64 • Issue #89 — Rating= 9.0

PITBALL
PLAYSTATION • Issue #92 — Rating= 8.2

PUZZLE FIGHTER
PLAYSTATION • Issue #92 — Rating= 9.0

RIDGE RACER REVOLUTION
PLAYSTATION • Issue #89 — Rating= 8.1

ROAD RASH
SATURN • Issue #88 — Rating= 6.3

ROBO PIT
PLAYSTATION • Issue #86 — Rating= 7.6

ROMANCE OF THE THREE KINGDOMS
PLAYSTATION • Issue #85 — Rating= 8.2

SHELLSHOCK
PLAYSTATION • Issue #85 — Rating= 7.8

SPOT GOES TO HOLLEYWOOD
PLAYSTATION • Issue #90 — Rating= 3.8

STAR GLADIATOR
PLAYSTATION • Issue #90 — Rating= 8.0

SPOTLIGHT ON:

TOBAL NO. 1

Here's a fighter with an interesting twist! *Tobal No. 1* also has a Quest Mode, which lets you explore this dangerous world in depth.



SCREAMERS 2
PC • Issue #92 — Rating= 7.8

SUIKODEN
PLAYSTATION • Issue #92 — Rating= 9.1

SUPER MARIO 64
SNES • Issue #89 — Rating= 10

TEKKEN 2
PLAYSTATION • Issue #88 — Rating= 9.1

THREE DIRTY DWARVES
SATURN • Issue #90 — Rating= 7.1

TIME KILLERS
GENESIS • Issue #86 — Rating= 1.9

TOBAL NO.1
PLAYSTATION • Issue #90 — Rating= 9.0

TOMB RAIDER
PLAYSTATION • Issue #92 — Rating= 9.5

VIRTUA FIGHTER KIDS
SATURN • Issue #90 — Rating= 8.7

VIRTUA FIGHTER PC
PC • Issue #90 — Rating= 7.5

WIPEOUT
SATURN • Issue #86 — Rating= 9.1

WIPEOUT XL
PC • Issue #90 — Rating= 9.5

WITCHHAVEN 2
PC• Issue #89 — Rating= 5.3

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*Welcome, gamer! You have just entered the **ULTRA GP GameShop**. Here you'll find many exquisite items that we've collected from all over the world, from the top gaming districts of Japan, to our own Silicon Valley. We're here to offer loyal **ULTRA Game Players** readers the chance to win loads of cool prizes each and every month. We seek out the hard to find collectibles, the stuff that the average gamer can't get his hands on. We also offer many ways to win, so that everyone has a real chance to get in on the action!*

HOW TO ENTER...

It wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with **15 videogame-related trivia questions,** ones that only serious gamers will know the answers to. Each correctly answered question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like — you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on a post card, along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also **answer our tie-breaker question,** which will be used in the event of a tie.
Send the post card to:

ULTRA GP GameShop / January
150 North Hill Drive
Brisbane, CA 94005.

All entries must be received by February 10, 1996. Winners will be notified by mail. Now get to it!

2 Super NES Party Pack
3 points/2 Winners

- Four new Super NES games

Sure, 16-bit is as dead as a doornail, but wa all still hava our old systems, so why not use 'em? Wa've actually got some pretty good titles here too, like *SF Alpha 2* and *Ken Griffey Jr.* And if you sold your Super NES, just trada 'em in for store credit!



1 Mystery Games
(2 points/5 winners)

- PlayStation Gama
- Saturn Game



Just getting a regular ol' game may not be as 'cool' as winning tha coin-ops, the posters, or any of our imported Japanese stuff, but hey — it's still a free gama, and these things ain't cheap! So quit yer whinin'. Unfortunately, since thare's such a small amount of N64 titles availabla, wa can't offer anything to you Nintendo fanatics, but rest assured, tha N64 prizes are coming soon!

TIE-BREAKER

?

Lara Croft is in a tight spot! There's a pack of wild dogs to her left, a huga man-eating (like there's any other kind) raptor to her left, and a semi-well stocked condiment tabla directly behind her. She's only got 10 rounds left for her pistols and she doesn't hava tha Uzis or the Magnums. What condiments should sha smear on her suppla body to prevent being eaten? Please note, there is no tabasco seuce or hot mustard availabla. Damn caterers!

JANUARY CONTEST QUESTIONS

1. What is the name of the only 'female' mech in *Virtual On*?
2. Here's a question for all you techheads: what speed is the PlayStation CD-ROM drvie?
3. Which 'ality' was never included in any Mortal Kombat game? [A] Pit Fatality [B] Brutality [C] Nudality [D] Babality
4. While we're at it, here's another tech question: what is the baud rate of the Saturn Netlink?
5. How many total playable characters are there in Namco's *Tekken 2*?
6. What is the name of the evil badguy organization in *Tomb Raider*?
7. In *Wipeout XL*, you can enter a code that lets you race as a... [A] Goat [B] Shark [C] Spotted Owl [D] Bill Donohue
8. Who made tha *original* NES *Tetris*?
9. In which Genesis RPG did Sonic make a brief cameo appearence?
10. Here's a question for all you *Virtua Fighters*: Dural is Kage's [A] wife [B] sister [C] mother [D] 1st-grade teacher
11. Is this statement true or false? 'Every *Batman* videogame has been a side-scrolling beat-'em-up.'
12. Name at least one of the three planets in the original Master System *Phantasy Star*.
13. Which of the following games was NOT on the Sega Game Gear? [A] *Amazing Tater* [B] *Chase HQ* [C] *Chicago Syndicate* [D] *Halley Wars*
14. Who is credited with creating the original PC version of *Civilization*?
15. What type of computer does the *ULTRA Game Players* staff use at the office? HINT: The answer can be found somewhere near the front of this issue!

PRIZE PACKAGES

3 SF Alpha 2 Swag
(5 points/2 winners)

• SFA2 PlayStation Game • SFA2 T-Shirt • SFA2 Poster





'SHORYUKEN!' Show your friends who the real *SFA2* master is with all of this cool stuff. Everybody knows that all the cool kids wear game T-shirts.



4 'Blue is Back' Pack
(5 points/1 winner)

• Sonic 3D Blast Game • Sonic Poster • Stuffed Sonic



Hey, haven't you heard? 'Blue is back!' And to celebrate the return of everyone's favorite spinning little blue guy, we're giving away all this cool stuff! Play the game, put up the poster, and sleep with the doll — it's full-on *Sonic* mayhem!





5 Super-Ultimate Virtual Boy Collector's Pack
(5 points/1 winner)

• Virtual Boy Hardware
• All the Nintendo VB Games
• Other VB Goodies



Yeah, we all know that the Virtual Boy bombed and that no one will even remember it, but just think about how collectable this thing will be in a few years! Everyone will be looking for Nintendo's obscure little 'virtual reality' experiment, and you'll have the whole VB collection! *Cha-ching!*

6 Wipeout XL Stuff
(5 points/4 winners)



• *WXL* Game • *WXL* Soundtrack • *WXL* Goodies





What could be better than getting one of the hottest PlayStation games for absolutely nothing? How about the game, plus the soundtrack, plus some stickers and one giant-sized super-fly poster! It's all part of our ultimate *Wipeout XL* prize package. Even if you're totally *un*-cool, putting this stuff all over your pad is guaranteed to make you the coolest cat in town, practically overnight.







WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

PANDEMONIUM INCORPORATED



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 200 Mhz Pentium, 16 meg. RAM, 2.3 Gig. HD, 8X CD-ROM, 17" monitor, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Nintendo 64! Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS .....E	DREAM....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

- ☐ ($3.00) Computer Contest
- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

CLIP AND MAIL

Name _____

Address _____

City _____ **State** _____ **Zip** _____

SEND CASH, M.O., OR CHECK TO:
PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247

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RUN AND GUN 2 - ARCADE MACHINE



Hey! Isn't that Michael Jordan? Well, it could be, thanks to Konami's 'edit a player' feature. Just think! Now, you , too, can be like Mike! *NBA In The Zone 2* is available for the Sony PlayStation.

7 Run And Gun 2 Coin-Op

(15 points/1 winner)

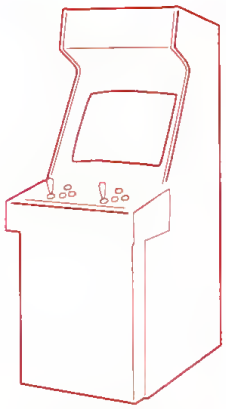
There's only one thing we can say about this month's arcade machine: IT'S DA BOMB! The wonderful folks at Konami were kind enough to give us a *Run And Gun 2* arcade machine for our first Gameshop of the year! Since Konami already created our ***ULTRA Game Players*** Basketball Game of the Year — *NBA In The Zone 2* — they figured, 'Heck, why not go all the way and give some lucky ***ULTRA Game Players*** reader the chance to own a deluxe *Run And Gun 2* arcade machine?' To which, we reply, 'Thanks, Konami! You guys are OK with us!' So what are you all waiting for? Start answering those questions and send your entry in. One lucky winner is gonna be hittin' threes from downtown real soon!



You can really feel the shot! *In The Zone 2* captures this like no other game around.



You can work the post here better than in any other basketball title!



8 KONAMI PACK

(6 points/5 winners)

From one of the biggest and best publishers in the business comes an awesome gift pack of their latest and greatest games. In The Zone 2 (arguably the best basketball game ever) and Project Overkill (an explosive over head shooter) alone would get you started with a great PlayStation library, but add in the Sport Series T-Shirt and you are completely set for the time of your life.

Your #1 source for Codes, Strategies, and Tactics!

ALL ACCESS

Well, now that the holidays are over and you've all got a ton of new games to play, we figured it was time to open the flood gates and innundate you with another great codes section. We thought it would be even cooler if we included some of the games you might have received as gifts just recently. At first, Roger didn't want to, because he didn't get any new games, but once we pointed out that that was one of the drawbacks of being married, he said 'Oh, alright.' If you've got codes, send 'em along to good, old, married Rog at: Roger_Burchill@qm.imagine-inc.com

WIPEOUT XL

PSYGNOSIS ● PLAYSTATION

XL-ent Codes

1-2 Animal Ships - To turn all of the ships into animals, simply turn on the game and hold down SELECT+START+L1+R2 while the game is loading. When the Copyright Screen comes up, release the buttons. The Animal Ships will be available for use when you go to the main menu screen.

3 Piranha Ship - The Piranha Ship is the fastest and most maneuverable ship. To access it, hold down SELECT+L1+R1 at the menu screen and enter X, X, X, X, Circle, Triangle, Square. Unfortunately, the Piranha Ship's one weakness is that you cannot pick up power-ups while racing with it.

4 Shark Ship - The coolest hidden ship in *Wipeout XL* is the Shark Ship. To access it, first initiate the Animal Ships code and then enter the Piranha Ship code. Go to the Team Menu and the Piranha Ship will now be the Shark Ship.

1



2



3



4



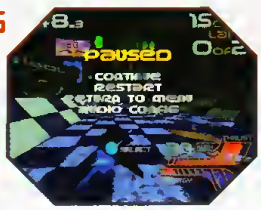
5-6 Xtra Power

Eight Tracks - For access to all eight tracks, hold SELECT+L1+R1 at the main menu. With these buttons held, press Square, Circle, Triangle, Circle, Square.

Machine Gun - To refit your vehicle with a machine gun, pause the game and hold SELECT+L1+R1. With these buttons held, press Square, Circle, X, Square, Circle, X, Triangle.

Infinite Energy - For unlimited energy, pause the game and hold SELECT+L1+R1. With these buttons held, press Triangle, X, Square, Circle, Triangle, X, Square, Circle.

5



6



Infinite Weapons - For unlimited firepower, pause the game and hold SELECT+L1+R1. With these buttons held, press X, X, Square, Square, Circle, Circle, Triangle.

Infinite Time - For unlimited time, pause the game and hold SELECT+L1+R1. With these buttons held, press Triangle, Square, Circle, X, Triangle, Square, Circle, X.

SPOT GOES TO HOLLYWOOD

VIRGIN ● PLAYSTATION

Cheat Spots

1-2 At the Title Screen, press the following sequence: Triangle, Up, Right, Down, Left, Triangle, Left, Down, Right, Up, Triangle. This will activate the 'Cool' Menu on the title screen. Select this menu option by pressing the X button and you can play any level of the game in any order.

3 When the 'Cool' Menu Code has been activated, pause the game anytime while playing and hit the Square button to receive 50 Lives.

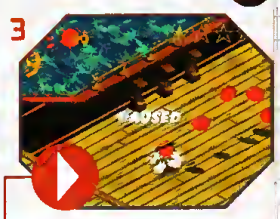
1



2



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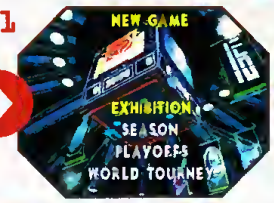
NHL POWERPLAY

VIRGIN ● SATURN

RAD Code

1-2 Hold A+Y+C when the screen fades from any screen to either the Quick Start or Main Team Select screens. To the left of the Ducks logo you should now see the logo of the Rad Army Team (Radical Entertainment Team) with a 99 Rating.

1



2



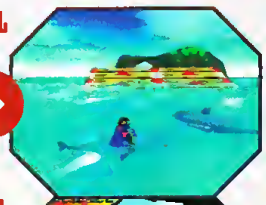
WAVERACE 64

NINTENDO ● NINTENDO 64

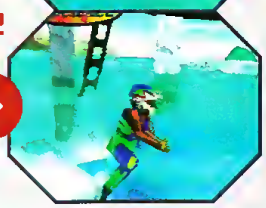
Dolphin Codes

1-2 Select the Stunt Mode and enter Dolphin Park. Go through all the rings, and do all the stunts (Backwards Spin, Stand to a Flip, Handstand, Vertical Flip, Flip (Single), Barrel Roll Left, Barrel Roll Right, and Dive). Once this is completed, you'll hear a dolphin noise. Now, exit and select the Warm Up Mode under the Championship Mode. When selecting your character, hold Down on the analog joystick and you'll be riding a dolphin when you start. The dolphin is only usable within this area.

1



2



PROJECT OVERKILL

KONAMI ● PLAYSTATION

Killer Codes

Enter the following cheat codes at anytime during gameplay. Note: Deselect any weapon you may be carrying when entering a code and Pause/Unpause the game when entering more than one code.



Max Health .....
Hold Square, Circle, X, Triangle, then hold Circle, Square, X, Triangle

Max Ammo .....
Hold Circle, Square then hold Triangle, X, then hold Circle, X, then hold X, Square

Cloak .....
Hold Triangle then Square, Circle, Circle, Square, then hold X, Triangle, Triangle

Speed .....
Hold Up then Triangle, Triangle, Triangle, then hold Down, X, Square, Circle

Shield .....
Hold Right, Circle, Square, Triangle, then hold Left, Square, Circle, X

End Level .....
X, Up, Down, Up, then hold Square, Circle, then hold X, Triangle

GAME SHARK CODES

PLAYSTATION

Crash Bandicoot

Level Select 80061948 0020

Die Hard Trilogy

Note: Use these codes only in the Die Hard portion of the game.

Infinite Ammo 801c9a92 000f
801c992a 000f

Infinite Health 801c9a8e 000c
801c9926 000c

Project Overkill

Infinite Ammo P1 .....800997da 0064
800997dc 6464
800997de 0064

Digiprint Hand 8005bda4 0001

Scanner Eye 8005bd9c 0101

Top Gun: Fire at Will

Infinite AGM Missiles 801CFECC 0064

Infinite U238s 801CFECE 0064

Infinite Surefires 801CFE8C 0064

Infinite Standard Missiles 801CFECA 0064

Infinite MIRV Missiles 801CFEC0 0064

SATURN

Guardian Heroes

Master Code F6000914 C305
86002800 0000

Infinite Lives 1601D8A4 0900

Impact Racing

Master Code f6000924 c305
160dc19e 0063

Infinite Mines 160dc19e 0063

Lasers Never Overheat 10245712 0000

Missile Launcher 160dc18c 0100

Quad Laser 160dc1b6 6404

Iron Storm

Master Code F6000914 C305
86002800 0000

Infinite Cash .....16038C82 FFFF

Legend of Oasis

Master Code F6000914 C305
86002800 0000

Infinite Health 16088DA2 0FF0

Infinite Magic 16088DA6 0FFF

Bow 16088720 0009

Scroll of Sound 16088716 0900

Slam-N-Jam

Master Code F6000914 C305
86002800 0000

Home Team Scores to Zero 1028674 0000

Home Away Scores to Zero 102B878 0000

STREET FIGHTER ALPHA 2

CAPCOM ● PLAYSTATION, SATURN

Street Codes

Play as **'Shin' Akuma (Saturn only)** - Turn Shortcut off, put the cursor on Akuma, hold START and move the cursor on the characters in this order: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma, then press any button.

Play as **Original Chun-Li** - In the select screen, put the cursor on Chun-li, hold down Start for 5 seconds, then press any of the buttons. Note: Her Kikoken move changes to: charge back, then press forward and a punch.

Play as **'Classic' Zangief** - Put the cursor on Zangief. Hold down Start and then move the cursor in this order: Zangief, Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken, Zangief, then press any button. Zangief plays as the character in *Street Fighter 2 Champion Edition* (no air blocking or Super moves).

Play as **'Classic' Dhalsim** - Put the cursor on Dhalsim, hold START and then move the cursor in this order: Dhalsim, Zangief, Sagat, Charlie, Dhalsim, then hit any button. Dhalsim plays as the character in *Street Fighter II Champion Edition* (no air blocking or Super moves).

1-3 Play as Evil Ryu - Put the cursor on Ryu, hold START and move the cursor in this order: Ryu, Adon, Akuma, Adon, Ryu, then press any button. Evil Ryu looks just like regular Ryu except for his color, but he has additional moves.

1



2



3



4 Secret Stages - To fight at Sagat and M.Bison's secret stages, hold START, then highlight either Sagat or M. Bison for 5 seconds. Then, go ahead and select any character you wish to play as.

4



SHATTERED STEEL

PC

ACCOLADE ● PC

Cheat Codes

Enter the following Passwords for special effects:

Single Player Cheats:

gonzles ..... makes bot fast
ragnarok ..... blows player bot's head off
smite ..... destroys your target
capone ..... spawns five gnats to help you
henchman ..... spawns a shiva to help you find 120 howitzer
cleese ..... screws up bot animation
blippiebloops ..... rapid laser
ratsnest ..... med laser
numberchanger ..... rolling mine
CGQ ..... large rocket 8 pack
GFY ..... small rocket 18 pack
BCUA ..... large rocket 18 pack
dingleberry ..... heavy laser
kwahamot ..... radar missile
fishheads ..... ir missile
bumsauce ..... heavy rapid laser
napalminthemorning ..... fae mortar
eatmyshorts ..... mortar
jumpgate<start><end> ..... sets start to end missions
active kicksomebutt ..... heavy plasma, small rocket 64 (*2)
tinkerbell ..... nova
dogan ..... 120 howitzer
curvedlives ..... 50mm gat
hardcode ..... 30mm gat
bigones ..... 70mm gat
stool mine launcher pyrotek ..... big boom
lockandload ..... gives all weapons max ammo
imouttahere ..... wins mission
rodrigo ..... spawns two light choppers to help
monkeyslunch ..... screws up textures
chernobyl ..... nuke
teleport <1-512><1-512> ..... teleports player to any position on map

Multi-player Cheats:

playcd <cd track> ..... plays an audio cd track
eject ..... ejects player bot
sky <number> ..... change sky color (must change resolution before takes effect)
mem ..... displays free memory play
<sound#><vol> ..... plays a sound effect
fps ..... displays frames per second
memgraph ..... displays memory usage in a graph

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ARC THE LAD 2
ALL JAPAN PRO WRESTLING 2*
TOBAL #1 U.S. W/FF7 DEMO
WILD ARMS (RPG)*
LIGHTNING LEGEND (KONAMI FIGHTER)
TOSHINDEN 3
HEAVENS GATE* (FIGHTING)
NAMCO MUSEUM
VOL.4(INCLDS.ASSAULT)
BUSHIDO BLADE
RAGE RACER
RANMA 1/2 RENAISSANCE* (FIGHTING)

SATURN:

RIGLORD SAGA 2
PSYCHIC CURSE ASSASSIN*



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KEIO YU GEKTAI*
SAMURAI SPIRITS 3
DRAGON BALL Z LEGENDS*
GUNDAM SIDE STORY VOL 1&2

(Saturn continued)

AIRS ADVENTURE*
ROCKMAN B
KING OF FIGHTERS '96*
THUNDERFORCE GOLD PACK VOL. 2*
FIGHTING VIPERS (UNEDITED)
DARK SAVIOR U.S.
FATAL FURY : REAL BOUT

NINTENDO 64:

MARIO KART R (DEC.JPN.)
STAR WARS 64 (NOW)
STAR FOX 64 (MAR.JPN.)
CRUISIN USA (NOW)
MORTAL KOMBAT TRILOGY (NOW)
KILLER INSTINCT GOLD (NOW)
ST ANDREWS LINKS GOLF (JAN.JPN.)



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SAMURAI SPIRITS 3&4
FATAL FURY REAL BOUT
SAMURAI SPIRITS RPG

GAME MUSIC:

SAILOR MOON R MUSIC COLLECTION
FINAL FANTASY
SECRET OF MANA
Y'S (several to choose from)
DRACULA X
CHRONO TRIGGER ORIGINAL

(Game music continued)



CHRONO TRIGGER BRINK OF TIME $24.99



Y'S SYMPHONY '93 $24.99

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MACROSS PLUS
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BLUE SEED SERIES
FATAL FURY SERIES
EVANGELLION



BLUE SEED VOL 5 $24.99



GHOST IN THE SHELL



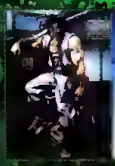
EVANGELLION GENERATION ONE

PATLABOR
RECORD OF LODOSS WARS
FIST OF THE NORTH STAR
AKIRA
WICKED CITY / DEMON CITY

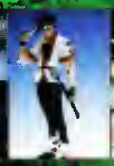
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TOMB RAIDER - PART TWO

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Finish The Game

Well, last month we got you through the first two worlds of *Tomb Raider* and, though some may suggest that those are the easy levels, it has to feel good to be more than half way through this immense adventure. It's in the third and fourth worlds, however, that the game really gets cooking and more than ever, you may just need some help. In the final two worlds, you'll see bloodied mummy man/dog creatures, throbbing cocoons and winged demons. If this sounds too intense for you, then perhaps you won't want to refer to the following strategy guide. If this sounds like exactly the reason you bought this game in the first place, then you'll definitely want to get started right now. Let the adventure continue!

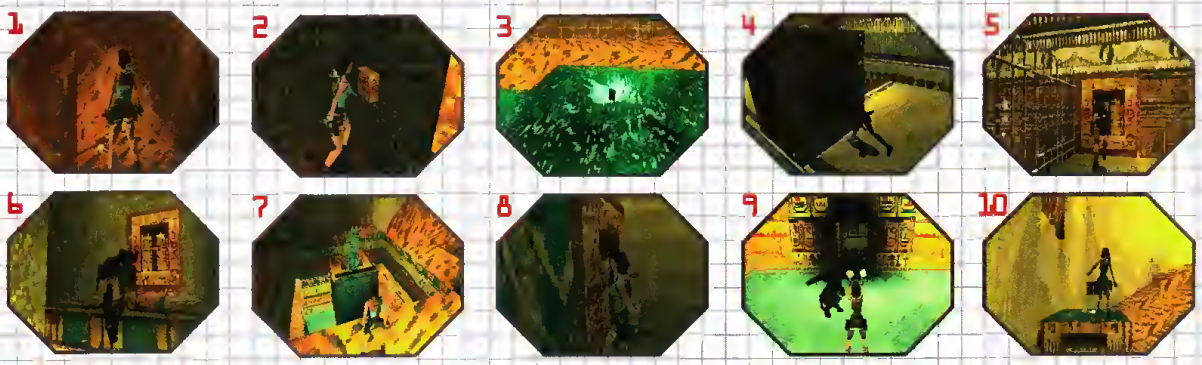
City of Khamon

Start the level by opening the door in the first room and using the two available blocks to climb up to the next level. Find your way to the Sphinx and climb behind its head to find the Sapphire Key. Use the Key to enter the Sphinx. Work your way through the next room and into the room with a pool and the big Cat statue. Go through the water and make your way to the next room, where you will have to use two blocks to go through the door at the top of the room. At the top of the room, pull the switch and then go to the door on the other side to pull the switch and create a stand for climbing out of the room. Go back to the room with the Cat statue and drop down through the floor around the statue. After throwing the switch to bring some light into the room, drop down into the cat pit. Climb back up and find your way to the room with the one gold column. On top of the column, you'll find a Sapphire Key. Make your way to the room with the staggered platforms and pull the switch at the end. This will cause an avalanche, which you can use to get to a secret room. Use the Sapphire Key in this room. This will lead to the exit.



1 Pull the first block out of the wall.

2 Pull the second block over the first one and use it to climb up the other side.



1 Find the Sapphire Key behind the head of the Sphinx. 2 Use the Sapphire Key to enter the Sphinx. 3 Go through the water. 4 Move the blocks to get up to the next level. 5 Pull the switch at the top of the room and then ge through the door. 6 Pull the next switch and then climb out of the room. 7 Drop dewn through the floor by the Cat statue. 8 Throw the switch to open the trap door and let in some light. 9 Drop down into the wild cat pit and kill the cats. 10 Climb on top of the geld column to find a second Sapphire Key.



1-2 Jump across the platforms and pull the switch at the end.



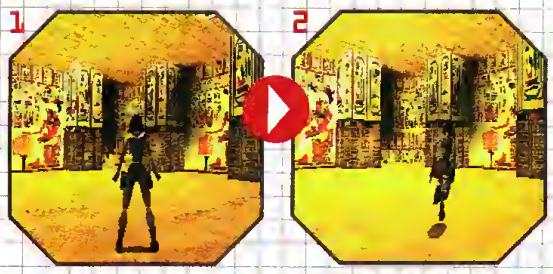
1-2 Backtrack to the site of the avalanche and ge through the secret door.



Use the Sapphire Key to exit the level.

Obelisk of Khamon

Start the level by going into the room with all the blocks. Move each block to reveal the hidden doors. Explore each of the rooms until you find a Sapphire Key in the pool. Take the key back through the room with the blocks and use it in the door just outside that room. Go though the door into the room with the pool and the tower and start making your way up by going around the perimeter of the room. As you're working your way up, be sure to pull all the switches to give yourself complete access to the level. As you work your way up and around the center column, you will open the walkways to the center of the column, one at a time. At the end of each walkway is an artifact. Once all four artifacts have been collected, a door at the base of the column (underwater) will open up. Swim through the door to exit the level.



1-2 Go to the room with the blocks.

1-4 Move each of the blocks one at a time, exploring what's beyond each one. Collect the bonus items and, at the end of the fourth room, collect the Sapphire Key.

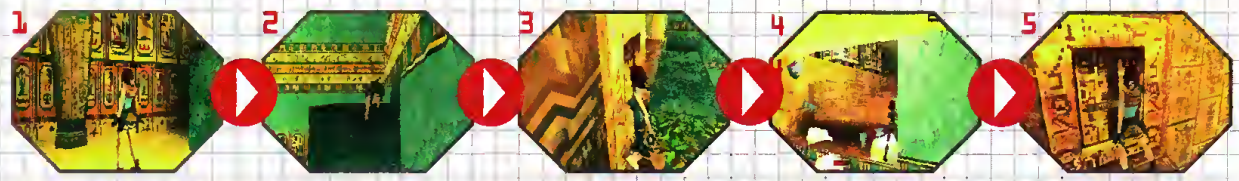




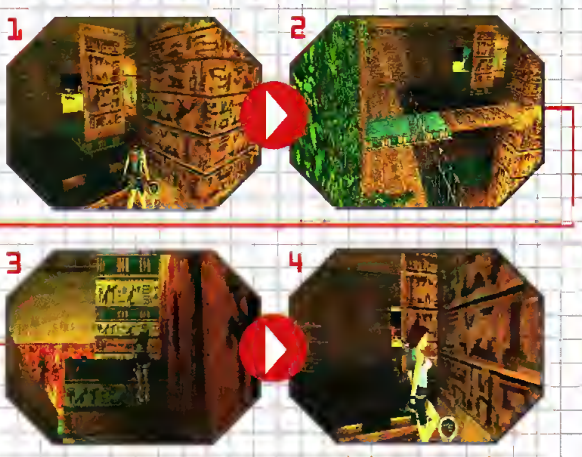
Use the key on the door just beyond the main room.



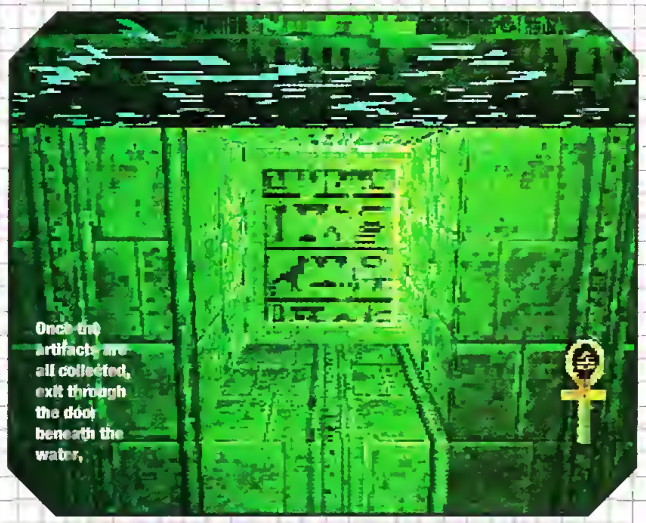
1-3 Go into the room with the tower in the middle and head around to the side.



1-5 Make your way up the room around the tower, throwing all the switches you can find.

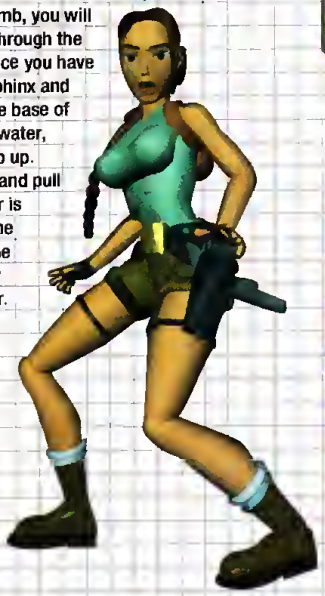


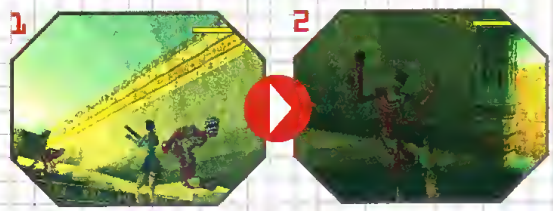
1-4 As you make your way around the tower, you will eventually drop all the doors that lead to the tower and open the pathway to collect four separate artifacts.



Sanctuary of the Scion

Start the level by running up the stairs, taking care of the mummies as you go. At the top of the stairs, you will find yourself on top of a very large Sphinx head. Get down off the Sphinx and find two different places to scale the cliff wall. At the crest of each climb, you will find a switch. Throw each switch and go through the opened doors to collect the two Ankhs. Once you have both Ankhs, climb to the very top of the Sphinx and put the Ankhs in place. Then, enter into the base of the Sphinx. When you come up out of the water, find a platform with a save point and climb up. Swim down to the base of the first statue and pull the switch to open the door. Once the door is open, allow yourself to sucked inside by the current. Then climb back down and pull the switch on the first statue, which will allow you to enter the second statue underwater. Climb up the hallway and collect the Scarab at the end. Use the Scarab on the other gated door. At the end of the hallway, you'll meet Larsen — kill him and collect the third of four pieces of the Scion.





1-2 Head up the stairs, taking out the demons on their way down.

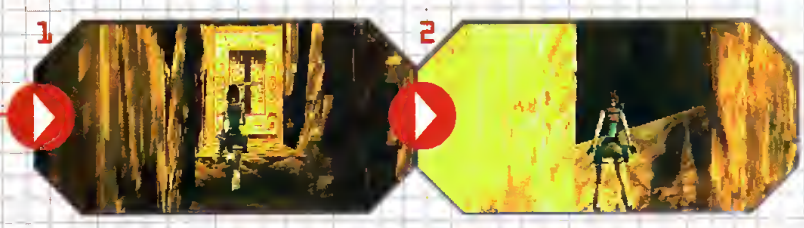


1-4 Go to the four columns and jump from one to the next, until you find a pathway on the wall.



1 At the end of the pathway, pull the switch and go back down.

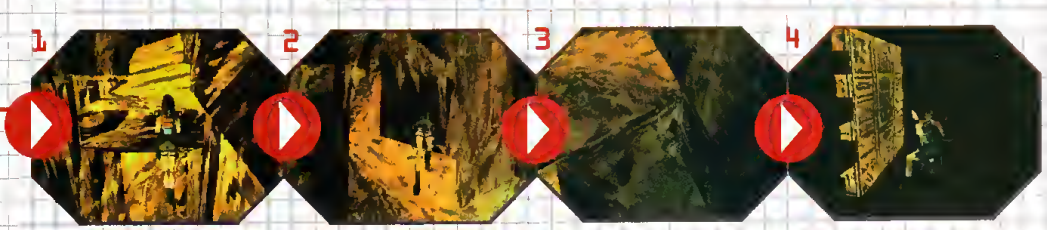
2 Find the one low point on the wall and climb up.



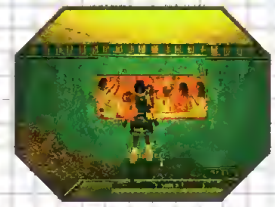
1-3 Head to the right until you find a switch at the end of the tunnel.

1-4 Head back to the left and find the opened door at the end of the path.

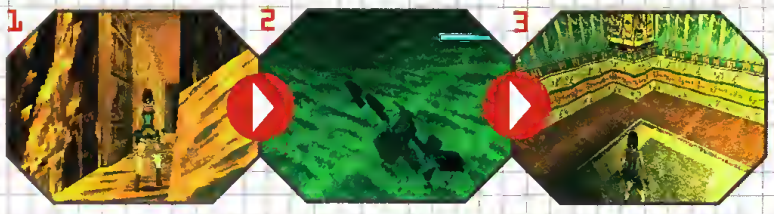




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Go through the door and collect the first Ankh at the end of the path.

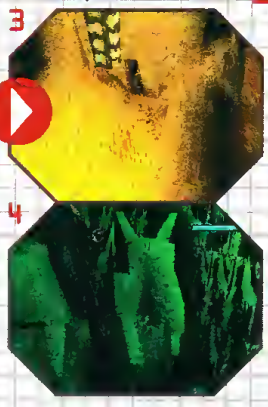


1-3 Go through the door at the base of the Sphinx and collect the second Ankh.

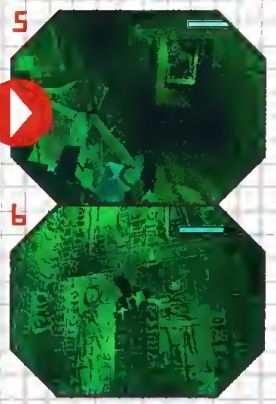
1-2 Place the two Ankhs in the head of the Sphinx.



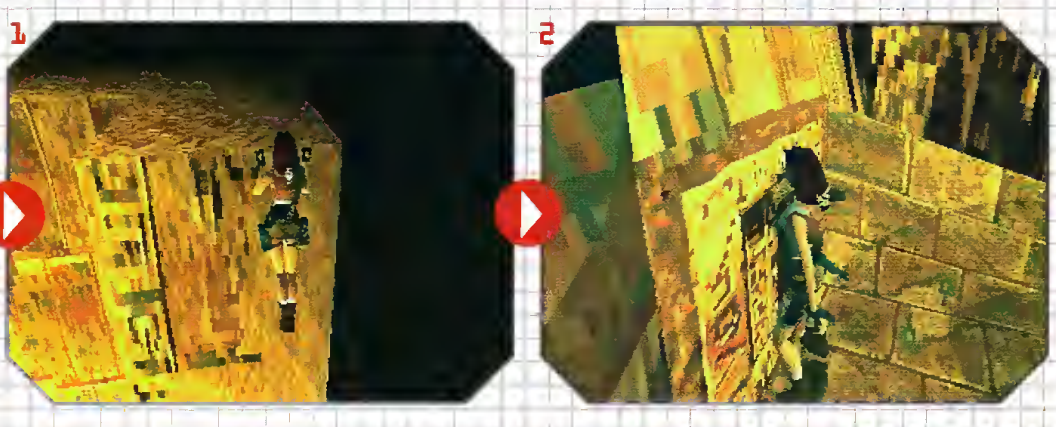
3-4 Drop into the water at the base of the Sphinx.



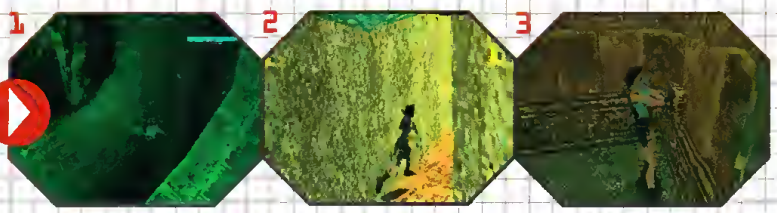
5 Swim down and find the lever to open the first door. 6 Once the door is open, allow yourself to get sucked up with the current.



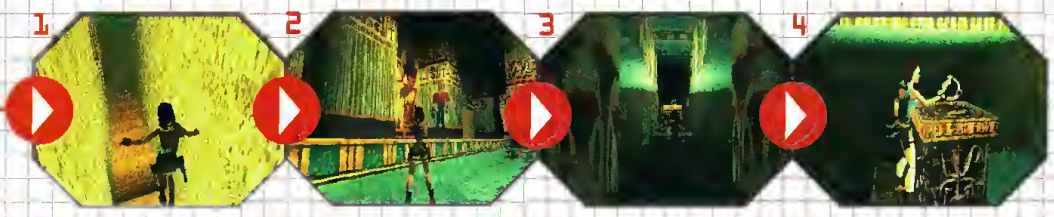
1-2 Climb back down and pull the switch on the other statue.



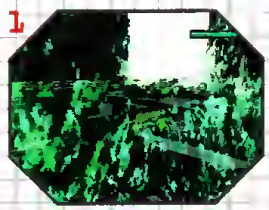
1 Go through the second opened door underwater. 2 Go up the long hallway and collect the Scarab at the end. 3 Once past the monsters, use the Scarab to open the other gated door.

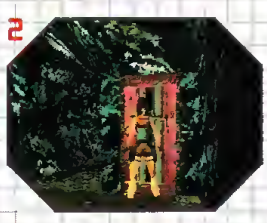


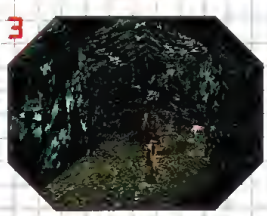
1-4 At the end of the hallway, you'll have to fight Larsen. After killing him, collect the Scion and finish the level.



Natlas Mines





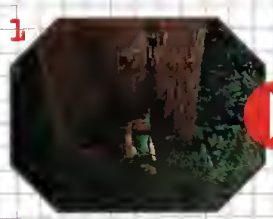


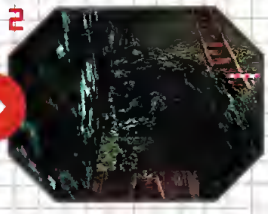
1 Swim under the waterfall. 2 Pull the switch then go back to the water.
3 Go to the room with the drilling machines.

Start the level by swimming under the Waterfall and making your way back to the switch. Turn around and go back to the water. Then find the room with the drilling machines and move the crate to find the hidden hallway. At the end of the hallway, pull the switch and then return to the waterfall. At the end of the path, make the jump over the water to the other opening in the wall. Then go through the room with the cave and find the secret passageway on the rooftop of the building in the next room. Work your way to the end of the tunnel and pull the switch to set free the raft. Then pass through the gated door and beat the boulder into the doorway at the end of the tracks. You can reset the trap over and over again, so don't worry if you miss it the first time.

After making it past the boulder, you'll find the first of three fuses. Then return to the main room and use the raft to gain access to the alcove on the other side of the water. Enter the room with the NATLA crates and find the secret switch. Return to the room with the drilling machine and push the NATLA crate through the hallwey. Use the crate to climb up and pull the switch, then pass by the crate and collect the fuse on the floor in the next room. Then go to the room with the conveyor belt, turn on the belt and collect the last fuse. Once you've got the last fuse, use them in the crane and collect your guns back then get on top of the building to jump to the secret passageway in the wall. Go back through the room with the drilling machine and defeat Pierre in a gun fight.

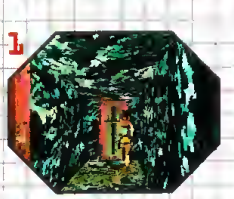
After winning the gun fight, find the tiny ledge above the Lava pit and drop down. Drop down again to the platform just below the first one and make your way across the lava. When you find the crates of TNT, search for the one that can be moved and use it to get to the hidden door above you. At the end of the path, pull the switch to explode the TNT, then return to the site. The TNT will clear the way for you to continue on the original pathway. Further down the path, you will have to win a very unusual gunfight. After winning the fight, take the uzis and continue down the pathway, avoiding the many boulders as you go.

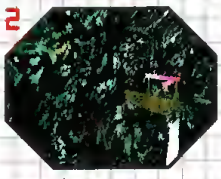


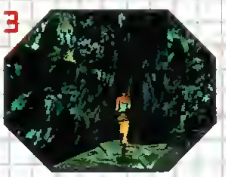


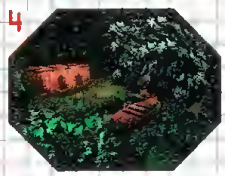
1-2 Move the crate to reveal the hidden passageway.

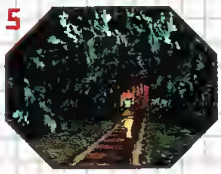
Work your way up out of the mines and through the maze by pushing the blocks back and forth to reveal hidden switches. Once you've made your way through the maze, you'll find an open room, where you'll have to win another gunfight. After winning the fight, take the shotgun back and scale the Pyramid at the end of the room to get to the hidden switch on the side of the wall. Pull the switch and then return to the smaller building near the entrance of the room and collect the Pyramid Key. Enter the Pyramid to end the level.



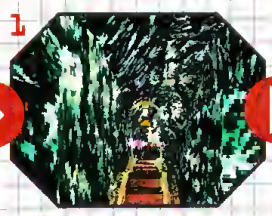


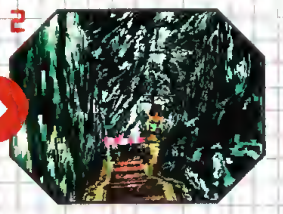


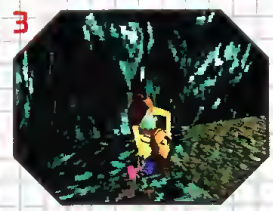


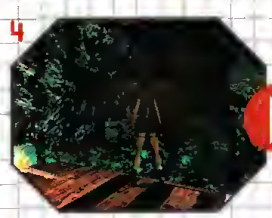


1 Pull the switch, then return to the corridor behind the waterfall.
2 Go past the first switch and jump to the ledge across the water.
3 Find the secret passageway on the rooftop of the building.
4 Pull the switch at the end of the tunnel to set free the raft.
5 Then pass through the gated door.





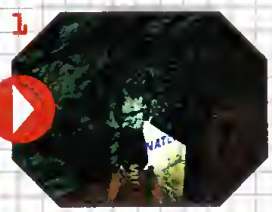


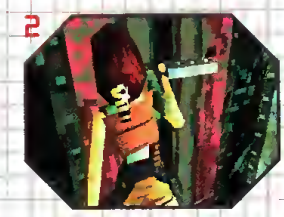






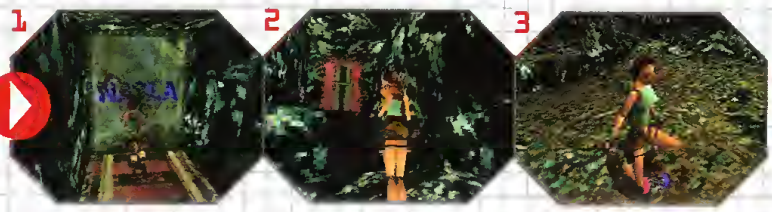
1-2 Beat the boulder and get through the door at the end.
3 Past the boulder, you'll find the first fuse.
4-6 Return to the raft and use it to get to the side of the pool.





1 Find the secret entrance and move the crates to get into the secret passageway. 2 Pull the switch at the end and then return to the room with the drilling machines.

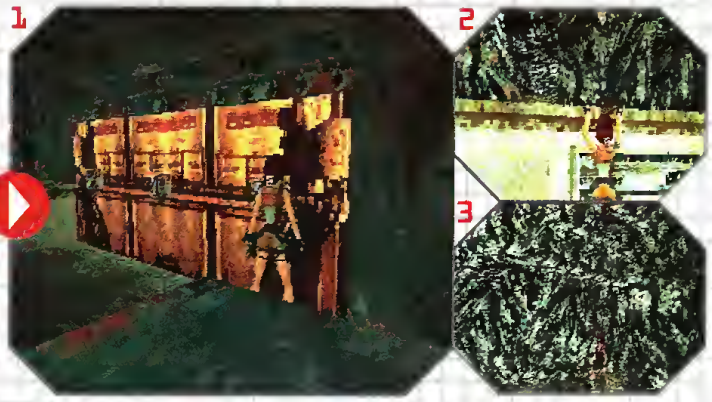
1 Push the NATLA crate into the next room and climb on top. 2 Pull the switch, then drop back down. 3 Go to the next room and collect the second fuse.



1-2 Go to the room with the conveyor belt, throw the switch and collect the third fuse at the end of the belt.

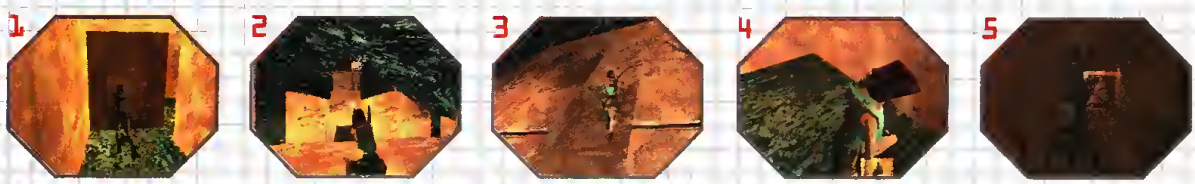


1 Use the fuses in the crane control room to lower the house.
2 Climb on top of the house and jump to the hidden door on the wall.
3 Defeat Pierre in a gun fight.





1 Find the hidden platform on the side of the cliff and drop down. 2 Then drop down again and make your way across the lava pit. 3 Move the crate of TNT under the doorway and climb up. 4 Pull the switch to explode the TNT. 5 Go through the new opening and win the gun fight with the skate punk.



1 Move the blocks around to get through the maze of hallways. 2 Win one more gun fight at the entrance of the Pyramid. 3 Scale the side of the Pyramid and find the switch in the wall. 4 Go back to the open door and find the Pyramid Key. 5 Use the Key to exit the level.

Atlantis

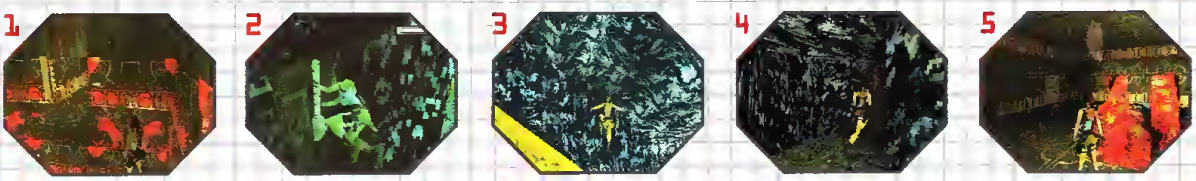
Enter the Pyramid and head upstairs. Pull all the switches up stairs and then go back downstairs through the newly opened door. Pull the switch at the end of the hallway to open the main door. Go through the main door and jump to the ledge across the room. In the next room, jump to the ledge on the wall and work your way back to the switch that opens the door at the end of the hallway. Go through the door and jump into the pool. Pull the switch underwater, then quickly get out of the water and make your way across the room before the door closes. Work your way back through the same room on the other side, then return to the second room to see the new lava flow. Make your way across the lava and into the tall door at the end of the room. At the end of the hallway, jump into the water, find the switch and open the door.

Jump across the chasm to the other side and continue your way up. In the next room, pull all the switches and swim through the gated tunnel. In the next room, pull the switch and then use the crate to block the pathway of the boulder. This will allow you to get into the next room. In the next room, you will have to kill the demons, then jump over the pit of spikes and climb up the other side of the ramp. Work your way across the fire pit and then back on the other side to throw the switch. Then exit through the door behind the crate. Work your way across the next room by jumping from pillar to pillar. Battle it out with the three monsters in the next corridor and then do NOT pull the lever in the next room. Instead, go just inside the door and climb up into the room above. When you get to the ramp with the closing blades at the top, notice the boulder on the other side. Avoid the boulder and the darts and work your way to the top.



1-2 Pull all the switches upstairs in the first room.

Find the movable block and get behind the oversized chairs. On the other side of the chairs, you'll have your choice of routes. At the end of either route, there is a switch. Pull it, then exit through the central door back in the main room. After battling your way through the next room, you will encounter one of the strangest things in the game - a skinless version of yourself. Trick your mirror image into falling into the fire-pit and exit out the door. After exiting, make your way to the room with a lava pit. Throw a switch on either side of the pit to raise the bridge. You'll have to be quick as this part is timed. Once you've crossed the bridge, try to take the Scion to end the level.



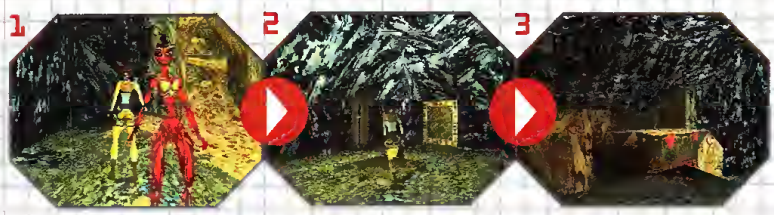
1 Jump to the other ledge and find the switch at the end of the hall. 2 Jump into the water and pull the switch. 3 Make your way across the roof before the door closes. 4 Work your way back to the switch that causes the lava flow. 5 Cross the lava flow on the columns and go through the tall door.



1 Jump in the water and find the switch. 2 Pull the switches to open the geted tunnel. 3 Use the crate to block the path of the boulder. 4 Jump over the pit of spikes and head through the next room. 5 Go through the door and climb up through the opening above.



1 Avoid the darts and the boulder and go to the next room. 2 Choose either door.
3 Pull the switch at the end of the tunnel and go through the center door.



1-3 Trick your mirror image into the fire pit and then exit through the door.



Cross the bridge and try to take the Scion.

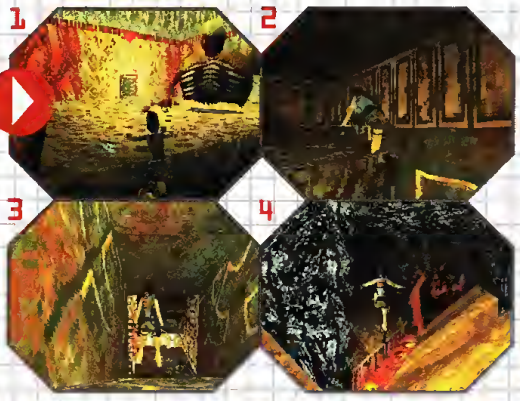
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The Great Pyramid

Start the next level by killing the giant boss creature. Try hanging off the aide of the platform in between shooting spurts. After killing the beast and passing through the door, use the crates to climb up to the next level. Save your game here. Then use the next set of blocks to get to the secret switch and door. When you get to the cave room, work your way to the other side by jumping back and forth on the pitched roof. Once on the other side, enter the door at the end and trip two boulder traps. At the end of the hallway, fall through the floor. Inside the room, shoot the spinning centerpieca. When the room starts shaking, exit through the door and drop down into the pit to the right of the bridge. Find a hole in the floor and drop through. Once you're in the pit with the darts, make your way across on the wall.

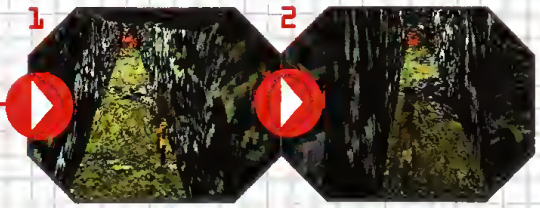
Jump past the swinging blade. Be careful not to jump too far into the spikes. Then walk very slowly through the spikes. The next trial is to jump across the pit with the break-away floor. Don't panic — there is enough time to land and then jump again, but not much. The next death defying feat you will have to perform is jumping across two pitched columns over a lava pit. The best advice here is to simply hit the jump button as soon as you land on the columns. From there, you will need to get by three tough boulder traps. There's nothing tricky about them, but you have to time them all perfectly. The next hallway floods with lava as you mova through, so go quickly. At the next intersection, run down the hall to the left, stopping the instant the first boulder passes over your head. Then ease up to the edge of the pit and jump to the other side, which you will grab with your hands. While hanging on the other side of the pit, a second boulder will pass over head.

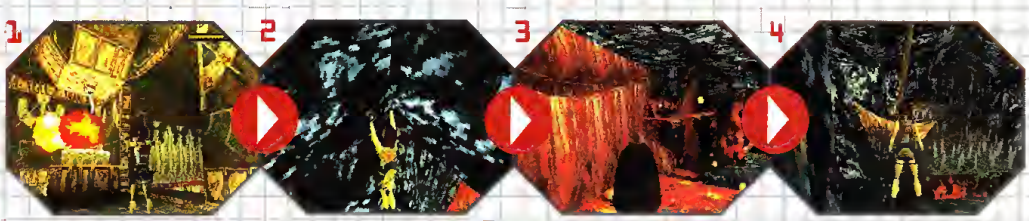
In the next room, you'll have to jump over three torches. The trick to getting by here is to take a running jump from the very edge of each platform grabbing on to the edge of the next one as you go. As you enter the next room, notice the one break-away panel beyond the swinging blade, the tiny pool below and the room just beyond the blade. In the room beyond is a very important large medi-pack. To get the medi-pack, time your jump to the break-away floor and then jump to the next ledge before it falls away. To make the jump right, you'll actually have to make a running jump from the break-away platform, so make your initial jump a little further back to give yourself room to take a full step on the break-away panel. Once you've collected your medi-pack, jump into the pool below - don't miss or you'll die.



1 After defeating the Torso boss, exit through the door. 2 Use the crates to get to the save point. 3 Arrange the blocks to get to the secret switch and then go through tha door behind you. 4 Jump beck end forth across the pitched roof.

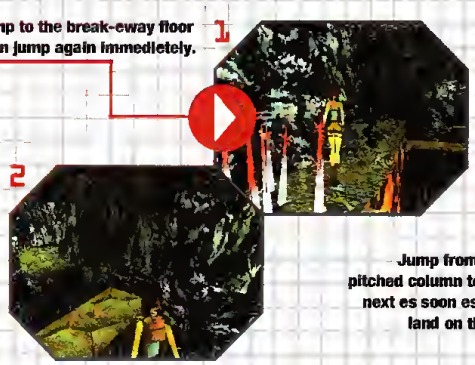
1-2 Trip the two boulder traps.

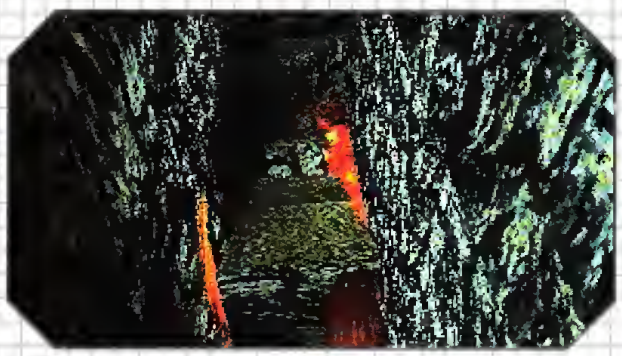




1 Shoot the spinning centerpiece until the room starts shaking. 2 Find the hole in the floor end drop down into the pit. 3 Cross the wall by swinging with your hands. 4 Jump past the swinging blade and walk slowly through the spikes.

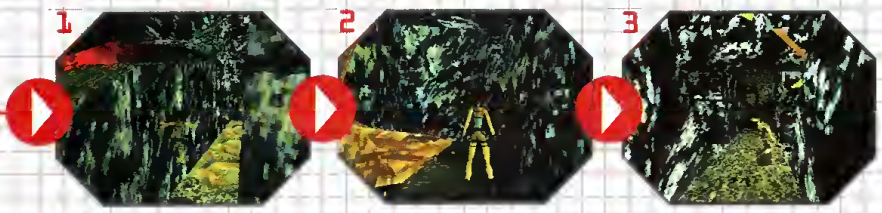
1-2 Jump to the break-eway floor end then jump again immedietely.



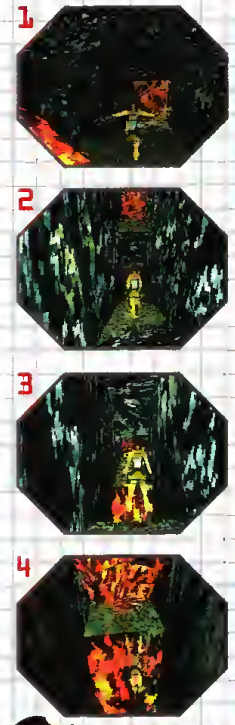


Jump from one pitched column to the next es soon es you land on them.

1-3 Make it through the next three boulder traps.

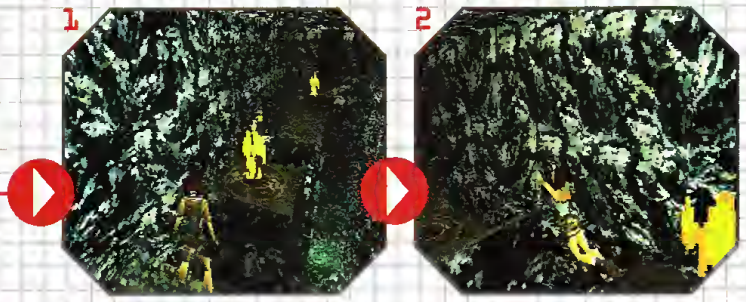


1 Run and jump through the hallway of lava. 2 Run until the first boulder passes overhead and then stop. 3 Ease up to the edge.
4 Jump to the other side and hang on to the edge while the second boulder passes over head.



1-2 Jump over the next three torches.

1-3 Jump across the break-away floor and collect your medi-pack.

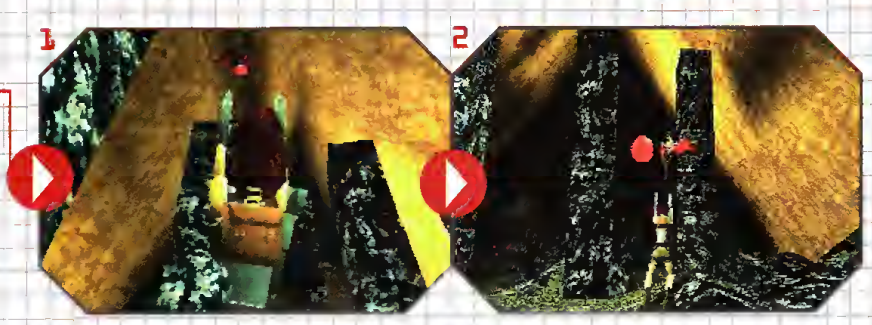








1-2 Meet the final boss. Good Luck!



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PLAYSTATION

Title	New/Used
Playstation Core	$210/150
Playstation w/Toshinden	$240/Call
Analog Joystick	$64/Call
Game Gun	Call
Game Pad 8 By STD	$23/Call
Game Shark	$59/Call
Link Cable	$25/Call
Mad Catz Arcade Steering Wheel	$62/Call
Memory Card	$28/Call
Memory Card Plus	$45/Call
PSX Controller	$28/Call
RFU Unit By Sony	$34/Call
Travel Master Hard Case	$35/-
Travel Master Soft Case	$30/-
2-Xtreme	$51/40
AD&D Iron & Blood	$52/42
Allen Striker	$52/40
Allen Trilogy	$51/41
Allied General	$52/40
Alone In The Dark	$52/35
Alphastorm	$51/40
Andretti Racing	$51/40
Area 51	$52/40
Ballblazer Champions	Call
Battle Arena Toshinden 2	$48/38
Battlesport	$45/35
Beyond The Beyond	$51/40
Big Bass World Championship	$53/40
Black Dawn	$52/42
Blades Of Rage	Call
Blast Chamber	$50/35
Blazing Dragons	$52/42
Burning Road	$48/35
Cheesy	$48/35
Chronicles Of The Sword	$51/41
City Of Lost Children	$51/40
Crash Bandicoot	$51/40
Deadly Skies	$52/40
Death Crusader	Call
Death Race	Call
Demon Driver	$48/35
Deception	$54/40
Destruction Derby 2	$51/40
Die Hard Trilogy	$51/40
Disruptor	$52/40
Dragonheart	$45/35
Dream 18 Golf	$48/35
Dreamteam Basketball	$52/42
Family Feud	$47/37
Formula 1	$51/41
GT Sports Football	$51/40
GT Sports Basketball	$51/40
Golf: The Final Round	$45/35
Grand Slam '97	$52/40
Grand Theft Auto	$51/40
High Velocity	$52/40
Hive 2	$47/37
Impact Racing	$45/41
Jajamaru	$51/40
John Madden '97	$54/40
Jumping Flash 2	$51/40
K-1 Super Kick Boxer	$52/40
King Of Fighters '95	$51/40
King's Field 2	$51/40
Legacy Of Kain	$52/42
MLB Pennant Race	$51/40
MVP College Football '96	$52/40
Machine Head	$51/40
Mass Destruction	$51/40
Monster Truck Rally	$51/40
Mortal Kombat Trilogy	$52/41
Motor Toon Grand Prix	$51/40
Myst	$51/41
NBA Live '97	Call
NCAA Football Gamebreaker	$51/40
NFL Full Contact Football	$45/35
NFL Gameday '97	$51/40
NFL Quarterback Club '97	$52/41
NHL '97	$51/40
NHL Face Off '97	$51/40
NHL Powerplay '96	$52/40
Near Death	$52/40
Need For Speed	$53/43
Offensive	Call
PGA Tour '97	$50/40
Peak Performance	$52/40
Project: Overkill	$45/35
Qad	$48/35
Razorwing	$51/40
Resident Evil	$52/42
Revelations	$52/40
Ridge Racer Revolution	$47/37
Road Warrior	$47/37
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Samurai Showdown	$51/40
Space Hulk Vengeance	$52/42
Speed King: Road Rage	$45/35
Spider	$51/40
Star Trek Generations	$52/40
Star Wars: Dark Forces	Call
Star Wars: Rebel Assault 2	Call

PLAYSTATION

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Supersonic Racers	$45/35
Syndicate Wars	$53/43
Tecmo Superbowl	$54/40
Tekken 2	$47/37
Thunder Truck Rally	$51/40
Top Gun Fire At Will	$52/40
Triple Play '97	$53/40
Twisted Metal 2	$51/40
VR Golf	$52/40
VR Pro Pinball	$52/40
Virtuoso	$48/38
Williams Arcade's	$47/37
Wipeout XL	$51/40
World Circuit Racing	$49/35
X-Com	$35/25
X-Men: C.D.T.A.	$52/40

SNES

Title	New/Used
SNES Core Unit	$98/60
SNES System W/Ken Griffey Jr	$130/Call
Act-Raiser 2	$26/14
Addams Family	$35/23
Adventures Of Batman & Robin	$34/32
Art Of Fighting	$-/10
Batman Returns	$30/18
Breath Of Fire 2	$56/36
Brutal: Paws Of Fury	$56/14
Bubsy 2	$-/42
Bulls Vs Blazers	$45/7
Chrono Trigger	$68/52
College Slam	$62/42
Demon's Crest	$25/15
Donkey Kong Country	$52/28
Donkey Kong Country 2	$61/48
Donkey Kong Country 3	$62/50
Doom	$56/36
Earthworm Jim	$56/40
FIFA Soccer '97 Gold Edition	$56/45
Fatal Fury 2	$30/14
Frankenstein	$52/14
Gearheads	$48/35
Gradius 3	$24/7
Illusion Of Gaia	$39/20
Incantation	$51/38
Indiana Jones: Greatest Adventures	$54/24
John Madden NFL '93	$36/7
John Madden NFL '94	$38/11
John Madden NFL '97	$56/45
Judge Dredd	$59/16
Jurassic Park	$35/19
Jurassic Park 2	$56/32
Justice League	$52/24
Ken Griffey Jr Baseball	$47/28
2 Ken Griffey Jr Winning Run	$61/34
Killer Instinct	$68/35
King Arthur's World	$24/17
Kirby Superstar	$62/50
Legend	$-/12
Legend Of Zelda: Link To The Past	$42/17
Lobo	$56/38
Lufia 2	$65/55
Mario Paint W/Mouse	$54/24
Marvel Super Heroes	$53/34
Math Blaster	$46/16
Maximum Carnage	$61/14
Micro Machines	$58/24
Mortal Kombat	$34/11
Mortal Kombat 2	$37/16
Mortal Kombat 3	$66/35
Mr. Do!	$45/36
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NBA Jam	$34/15
NBA Jam T.E.	$57/26
NBA Live 95	$31/16
NBA Live 96	$58/42
NBA Live 97	$56/45
NCAA Basketball	$16/10
NHL 97	$58/48
NHL Stanley Cup	$29/10
NHLPA Hockey 93	$33/7
PGA European Tour	$61/48
Populous	$-/6
Power Rangers Zeo	$57/45
Primal Rage	$52/28
Prince Of Persia 2	$52/30
Rise Of The Phoenix	$-/42
Robotrek	$31/25
Samurai Showdown	$52/23
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Sim City 2000	$58/45
Star Fox	$29/12
Stargate	$52/24

SNES

Title	New/Used
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Super Bases Loaded	$50/9
Super Battle tank	$23/10
Super Mario All Stars	$35/18
Super Mario RPG	$66/52
Super Mario World	$24/6
Super Metroid	$24/13
Super RBI Baseball	$54/28
Super Star Wars	$35/14
Super Street Fighter 2 Turbo	$32/12
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Controller - Goldstar	$32/Call
Controller - Panasonic	$38/Call
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Alone In The Dark 2	$47/15
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Burning Soldier	$51/7
Cannon Fodder	$35/14
Casper	$48/16
Corpse Killer	$49/12
Crash 'n Burn	$35/7
D	$58/26
Doom	$54/22
FIFA Soccer	$52/4
Flying Nightmares	$53/12
Guardian War	$51/12
Hell: Cyberpunk Thriller	$45/12
Immersenary	$52/9
Killing Time	$51/28
Kingdom...Far Reaches	$46/12
Lucienne's Quest	$43/20
Need For Speed	$48/24
PO'ed	$53/14
Pebble Beach Golf Links	$51/4
Primal Rage	$49/22
Quarantine	$37/10
Real Pinball	$51/9
Rebel Assault	$48/11
Road Rash	$58/24
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Shockwave	$58/4
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Space Hulk: Vengeance	$46/19
Starblade	$48/9
Theme Park	$52/15
Twisted	$53/5
Wing Commander 3	$52/18

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Saturn w/Sega Rally	$240/Call
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Mission Stick	$65/Call
RF Unit	$29/Call
Saturn Controller	$35/Call
Travel Master Hard Case	$35/Call
3D Baseball '95	$52/40
AD&D Iron & Blood	$52/40
Aerial Striker	$52/40
Alien Trilogy	$52/38
Area 51	$52/40
Armed	$51/40
Battle Arena Toshinden	$52/35
Black Dawn	$52/36
Blast Chamber	$50/35
Blazing Heroes (Mystaria)	$59/45
Braindead 13	$51/24
Burn: Cycle	$46/35
Casper	$47/24
Command & Conquer	$52/36
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John Madden '97	$54/44
Legacy Of Kain	$52/40
Loaded	$52/42
MLBPA: Bottom Of The Ninth	$47/28
Machine Head	$51/38
Mass Destruction	$52/40
Maximum Surge	$52/38
Mortal Kombat 1 & 2 Duo	$34/20
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NFL Quarterback Club '97	$52/40
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Space Hulk Vengeance	$50/36
Spider	$51/40
Starfighter	$45/35
Street Fighter Alpha 2	$52/42
Supreme Warrior	$47/30
Tanktice	$51/40
Tecmo Superbowl	Call
Tetris Plus	$15/35
Three Dirty Dwarves	$47/34
Triple Play '96	Call
Tunnel B-1	$48/35
Ultimate Mortal Kombat 3	$54/44
VR Pro Pinball	$52/38
Waterworld	$48/38
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GENESIS

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Bass Masters Classic '96	$52/40
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Beyond Oasis	$65/48
Buster Douglas Boxing	$27/7
Capt America & The Avengers	$46/14
College Football USA '96	$55/20
College Football USA '97	$56/40
College Slam	$67/38
Comix Zone	$54/36
Dashin' Desperados	$21/9
Double Dragon	$-/13
Double Dragon 5	$53/25
Earthworm Jim 2	$58/46
Ecco The Dolphin	$-/18

GENESIS

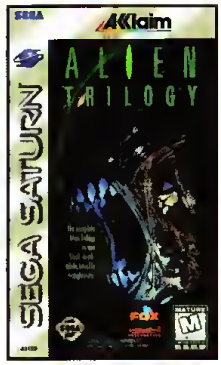
Title	New/Used
Eternal Champions	$38/14
FIFA Soccer '97 Gold Edition	$56/42
Fatal Fury	$35/14
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Golden Axe	$22/11
Incredible Hulk	$34/18
Joe Montana 2	$31/5
John Madden NFL '95	$31/9
John Madden NFL '97	$66/42
Judge Dredd	$-/18
Jurassic Park	$41/14
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Lightening Force	$28/9
Lion King	$47/22
MLBPA Baseball	$36/8
Maximum Carnage	$32/16
Mig-28 Fighter Pilot	$44/22
Mortal Kombat	$44/12
Mortal Kombat 2	$32/20
Mortal Kombat 3	$66/40
Mutant League Hockey	$45/34
NBA Action '94	$51/4
NBA Action '95	$54/18
NBA Hangtime	$66/55
NBA Jam	$34/15
NBA Live '95	$33/20
NBA Live '97	$56/42
NFL '95	$54/12
NFL Quarterback Club '95	$62/16
NHL '97	$56/42
NHL 94	$31/12
NHLPA Hockey 93	$31/7
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Primal Rage	$58/26
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Ristar	$45/32
Road Rash 2	$39/29
Samurai Showdown	$50/26
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Sonic The Hedgehog 2	$42/8
Sonic The Hedgehog 3	$58/38
Stik-Terranis	$28/6
Super Street Fighter 2	$-/18
TMNT Tournament Fight	$55/16
Talespin	$34/18
Tecmo Super Hockey	$56/16
Thunder Force 2	$37/6
Toe Jam & Earl	$-/38
Tony Larussa Baseball	$32/6
Toy Story	$61/42
Triple Play 96	$58/42
Ultimate Mortal Kombat 3	$66/52
Unnecessary Roughness	$50/9
WWF Raw	$59/26
WWF Royal Rumble	$24/14
Williams Arcade's G.H.	$41/20
World Series Baseball	$51/17
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NETWORK

PLUG IN







CHRIS MIKE BILL PATRICK ROGER

WELCOME TO NETWORK

Welcome to this month's Network! This is the only place where the whole *ULTRA Game Players* team can be reached with your pressing game questions and uh... other stuff.

We've got letters from all over the world, and hard-hitting answers for everyone!

If you have any compliments, criticisms or complaints, we want to hear about it. Just drop us a line at the address below. *Now let's talk games!*

ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

Now I'm scared

It's me again. I was just wondering when *Doom 64* will be out. Also, if I put a hot dog in the microwave, set it on high and let it cook, what would happen? Would it deflate or just look like my grandpa after a three-hour shower?
Just curious.
Mike Wolf
Montague, MI

<<<BILL>>> *Doom 64 will be out in February, Mike, but let's get right to the 'meat' of your letter, shall we? First of all, a hotdog, if left in a microwave set on high, will explode sooner or later. Don't ask me how I know this. Let's just say I'm not allowed to use the office microwave anymore, OK? What's really scaring me is how you know what your grandfather looks like after a three hour shower. Saying that I'm concerned would be putting it mildly...*

Of course...

My name is Germund. I'm writing you from Aruba. Thanks to you, I decided to buy a Nintendo 64, and, of course, its *Mario* game. What can you tell me about its *Zelda* game and, of course, about *Final Fantasy*? (I'm an RPG fanatic.)



Gee, John, Roger doesn't have one bad thing to say about *Resident Evil*...

1. Is there a chance we could get *Secret of Mana* on the N64?
2. As I told you before, I'm an RPG fanatic. What games do you recommend?
3. Would any of you become my pen pal? (Pen pal means pen friend, if you didn't know...)
Thanks, Chris, for your article about *Mario 64*. As we say here in Aruba, Ajo!
Germund Daal
Aruba

<<<CHRIS>>> *You gots questions, I gots answers:*
1. *Not really.*
2. *The first RPGs for the N64 won't be around until sometime mid next year, but they should be well worth waiting for. How does a new* Zelda *and* Dragon Warrior *sound?*
3. *Sorry, but we don't run the pen pals section anymore. And I can't write.*

He hates it

First I would like to say that ***ULTRA Game Players*** is the best magazine ever and when I get enough money I am going to subscribe to it. Second, I have some questions for Roger:



...but ever since Sonya Blade had her way with him, *MK* makes Roger cry.

1. At my house I have a choice of getting a Saturn, PlayStation, or Nintendo 64. What do you think I should get?
2. Is *Quake* for PC worth spending my money on?
3. Is *Resident Evil* going to be on any other home console?
4. Is Sony, Sega or Nintendo, going to make any other home console?
5. When is *Sonic X-treme* coming to Sega Saturn?
6. Why do you hate the *Mortal Kombat* series so much?
John Neale
Neosha, MO

<<<ROGER>>> **1.** *PlayStation is the best value (at least for the moment).*
2. *Yes.*
3. Resident Evil *is PlayStation exclusive, but there are rumors that* RE2 *may also be available for Saturn.*
4. *I'm sure they've all started planning for the next-next generation of gaming systems.*
5. *Sometime in '97.*
6. *Sonya Blade dumped me.*



Here's the ENTIRE *UGP* team. Front Row: Anna Cobb, Roger Burchill, Patrick Baggatta, Debbie Wells. Rear Row: Mike Salmon, Chris Slate, Bill Donohue, an unidentified English publisher guy, and Eric Castellanos.

CHECK US OUT ONLINE:

THE WEB SITE:
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PATRICK: patrick_baggatta@qm.imagine-inc.com
BILL: bill_donohue@qm.imagine-inc.com
ROGER: roger_burchill@qm.imagine-inc.com
MIKE: mike_salmon@qm.imagine-inc.com

Tekken time

I'm having a hard time deciphering some of *Tekken 2*'s endings. Could you explain some of them to me?
1. What do those loose screws of P-Jack's ending mean?
2. How come Jack-2 was killed after beating Kazuya?
3. Whose grave did Wang pour the wine over?
4. Whose grave did Kunimitsu cut in half?
5. Is Kazuya the Devil *or* is the Devil just a devil with Kazuya's face?
6. Is Angel the Devil *or* a separate being and what happened in her ending?
7. Law's ending suggests *Tekken 3* with Paul knowing Law's mores. True?
Lik Way Chan
Medford, MA

<<<PATRICK>>> *OK, so you want to know what the endings to* Tekken 2 *mean, eh? Well, these may only be our interpretations, but...*
1. *The loose screws mean he's nuts — it seemed simple enough to us.*
2. *Jack-2 was killed for some old gambling debts. He was big into the ponies.*
3. *Wang poured wine over the grave of 'another dead president.'*
4. *Kunimitsu actually worked for that cemetery and he was filming a commercial where he was 'Slashing Prices in Half.'*
5. *No, but Kazuya once met the devil at a party in the Valley.*
6. *Isn't that a question for your priest?*
7. *Paul won't know Law's moves, but he is studying Origami.*

Coming soon

Okay, here's the deal: I ask the questions and you answer them, got that?
1. Are any football games coming to the N64?
2. What system is *NHL Open Ice* coming to?
3. Are any fighting games coming to the N64?
Thanks, and I want to tell you your mag's the best.
Scott Seadon
Alberta, Canada

<<<MIKE>>> *Thanks for being brief, now let's get to the answers.*
1. *If you consider soccer to be football, then* FIFA '97 *is slated for release. Otherwise there are no football titles in the immediate future. Too bad.*
2. *The PlayStation.*
3. *If you consider* MK Trilogy *and* KI Gold *to be fighting games, then yes. Also on the way is a 3D brawler from Vic Tokai called* Dark Rift. *But so far, there really isn't anything of consequence for the fighting game fan. Again, too bad.*

It's no mystery

What's wrong with you guys? Why did you cancel Connection Lines? You guys used to be *so cool*, but now that you canceled Connections, you guys suck! At least put Connections back in and I'll be happy as well as other kids who like to write. Make us happy! P.S.: You guys are on my *#%?! list!
Mystery {Ludwig}
Lindenhurst, NY

<<<BILL>>> *What is your problem? Don't you think that kids who can't write should be happy, too? Listen up, Ludwig* (Ludwig?), *I get lots of letters from kids who can't write and, believe me, once I get past the part where I start crying for the future of our nation, and locking all the doors and windows, I can tell these kids just want to be happy, too! Just remember that the next time one of these kids spraypaints 'yur ded' on the side of your house!*



The action is fast and furious in *Tekken 2*! It's the endings that have Lik confused.



1 *FIFA '97* is considered football by a whole bunch of people, Scott! 2 *KI Gold*, on the other hand, isn't. Do you understand the whole thing now, Scott?

The Jaded Gamer



Gather around, gang. We're gonna have us a serious talk about a game. Totally serious. So, if you've just turned to this column, thinking 'Gee. Ever since Dad backed over Sparky, while trying to get Mom to the hospital when she had that fit after the barn fell on Sissy, I've been feeling a little blue. I'll just read The Jaded Gamer and get a chuckle.', forget it! This is gonna be serious. Deadly serious. Gang, someone has taken a good game, no, make that a great game and has run it into the ground. And now there's a rumor that, instead of moving the best version over to the Nintendo 64, what we'll get is more of the same crap that ruined this game in the first place!

I'm talking about *Super Bomberman 2*, of course. What started out as a superior sequel to an almost perfect game has since been altered beyond recognition. Let's examine the evidence by putting ourselves in the game's shoes, so to speak.

Four of us walk into the arena. We're all dressed in identical armored suits that don't protect us at all. (Mine is black — get your own color.). The clock starts and we start bombing each other.

Not fast enough? Grab yourself some skates. But wait! This is the 'improved version'. You gotta find a damn kangaroo whose specialty is running fast (like there's any other kind...).

Enemy too far away? Easy! Grab yourself a glove and... sorry! This is the 'new version'. Start looking for that kangaroo again, but this time find the one who can throw things. Sure, like those guys hang out on every corner. No sweat!

Malicious ramblings from the man who's played it all

Oh-oh! Someone just threw a bomb at you! Let's just use our boot and... what? No boot? Let me guess... a kangaroo, right? Right again, but this one owns a shoe store! What size, buddy?

And if all this kangaroo crap isn't enough, there's only one of each type of the fur-bearin' varmints available! Got the glove kangaroo, but need a boot? Sorry, your pal's got that one and, while you can throw bombs at him, he just kicks them back at you. Think that kangaroo's gonna save your sorry butt? Forget it!

But that's not the end of this nefarious plan. Oh, no! Now there's ten of us all crammed into this arena and we all look different! There's no simple color code to identify who just blew you to hell. Noooo! Now you gotta guess who the hell the cowboy is before you throw your beer at him. Or was it the princess? The pirate???

Gather your rakes and hoes and light the torches! We must storm the monster's castle and force him to obey our wishes!!! We want *Super Bomberman 2* for our Nintendo 64s! Down with the Kangaroo Lords and their evil, twisted, marsupial plans!!!

While the Jaded Gamer may tend to babble on incoherently on any number of subjects, once he's gotten up a head of steam, he's capable of leading just about any fear-crazed mob to the completely wrong location.



The Jimmy Gang strikes again and poor old Jesse is left playing *Sim City*, over and over again!

Sucker...

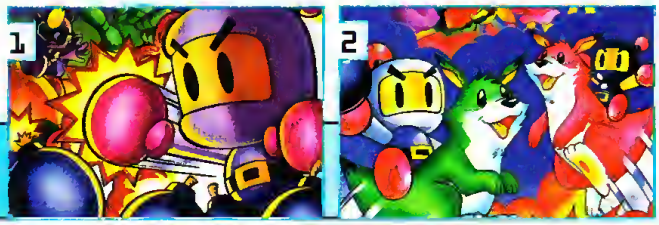
It's 4 a.m. and I can't sleep again. Here's the story. I was strapped for cash, so I sold my PlayStation to my 'friend' Jimmy. He was sooo happy. I never regretted anything like this before! A measly 150 bucks and here I am, playing my dirty, old, busted up Super NES. And *Sim City* et that! Now there's nothing I can do. I don't have any money, I don't have any hope, all I got is a Super NES and I haven't seen Jimmy in a week. Oh God, PlayStation, if you're reading this, I love and miss you! Please come home. Please! Oh, the horror!!!
Jesse Duchene
Quebec, Canada

<<<BIL>>> *Well, Jesse, it looks like you're the next in a long line of poor unfortunates who've been ripped off by The Jimmy Gang. We've known about the existence of this crew of heartless con artists for some time and are doing all we can to help their victims recover. In fact, for $200, we'll send you a new PlayStation. I've got one right here. Hey, what's this? By a totally strange, unexplainable coincidence, this Playstation has the name 'Jesse D.' written on its bottom. Well, what do ya know? Just send in that $200 and we'll ship this unit right back... I mean, out. After all, it's got your name practically written all over it.*

Holy smoke!

Why are Judeo-Christian-based video games being censored from the video game market? Since a lot of games, especially role-playing games, contain themes of paganism, witchcraft or the occult, as well as a rating system that's supposed to allow more freedom to software developers, I don't see why the Judeo-Christian video games should be left out. If any are being developed for the next generation systems, please tell me. Or, better yet, print an article on it and include them in your preview and review sections.
Mark Price
Manitoba, Canada

<<<ROGER>>> *Censored?!? HA, HA, HA, HA, HA! Mark, my poor pious friend, there are no religious games because nobody (except you) wants them! Believe me, game companies would sell naked pictures of their grandmothers if they thought they could make a buck. As or myself, I'd enjoy a good game with religious overtones. Of course, my game*



1 The Holy of Holies: *Super Bomberman 2* in all its glory! 2 Oh, the horror! Marsupial blasphemies reign in *Super Bomberman 3*!



All Brian wants for Christmas is good old *Mega Man 8* on his friendly, neighborhood PlayStation.

would be a Quake deathmatch scenario featuring Jehovah, Allah, Buddah, and Billy Graham in a bloody, ruthless confrontation for all the marbles!

Sick and tired

I am very angry with Sony at this moment. They need their butts kicked. My main problem is that they don't want *Mega Man 8* to be released for the PlayStation. They know Capcom's *Resident Evil* is the reason they're a success and Capcom is threatening them, saying they will stop making games for them. This is the thing that really ticks me off! They let crap like *Cosmic Race* and *Spot Goes to Hollywood* be released for the PlayStation. Surely they would let *Mega Man 8* be released. It looks a heck of a lot better than those games. Please tell Sony to get their heads on straight, because I am tired of this crap!
Brian Boutwell
Eastman, GA

<<<MIKE>>> *First off, let me congratulate you on the proper use of the word 'crap'. Now let me straighten you out on a few fine points.* Cosmic Race *was the worst game ever made, but to Sony's credit, it was never released in the US. As for the supposed rift between Capcom and Sony, it is all water under the bridge.* Resident Evil 2 *and* Mega Man 8 *are on their way to the PlayStation and all is well between the two Japanese giants. I appreciate your concern, but title for title, the PlayStation still has the strongest software line-up around, so settle down.*

Yeah, right...

I have heard a rumor about a universal adapter that will let you play PlayStation games on a Saturn and Saturn games on a PlayStation. I think that is a cool idea because both companies would make a lot of money. People would be buying a lot of games and they would not need to buy a new system to play certain games. I would like to know if this rumor is true. If it is true, how much would it cost?
James Cooper
Greenville, SC

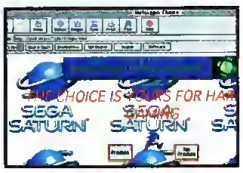
<<<CHRIS>>> *Yeah James, I head that too. Did you also hear that the Republicans and Democrats have decided to merge into one friendly party? And that Coke and Pepsi are now working side by side to make the sweetest cola beverage imaginable? To summarize: you're nuts.*

Fan Site of the month

Hardcore Saturn Gaming
http://shell.idt.net/~edlc19/index.html

The ***ULTRA Game Players*** Fan Site of the Month goes to HardCore Saturn Gaming. Started up last June by Edward Delacruz, HardCore's focus has mainly been on Sega's flagship title, *Virtua Fighter 3*. That's not to say that the rest of the site is lagging, though.

HardCore Saturn Gaming also features Saturn related news, good reading editorials, a Q &A sections, reviews, a rumors section, and a recoil section (where readers respond to Edward's editorials). This may sound like a typical fan site, but Edward's personal touches make this site a good read. What really sets this site apart is Edward's *VF3* sections. The latest FAQs, move lists, strategies, and reader reactions are here. This *VF3* info makes HardCore one of the most comprehensive and respectable *VF3* sites on the web today.



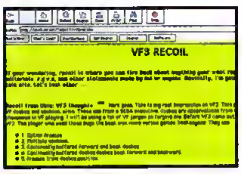
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HardCore's *VF3* page is one of the best on the web.



HardCore's *VF3* Faq is constantly updated as players all over the world learn more about this amazing game.



This section gives *VF3* players a chance to talk and discuss their favorite game.

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Drop us an e-mail with the URL and let us check it out for ourselves. if we feel that its creator has gone above and beyond the call of duty, we'll feature the page in a future issue!



1 Is ***Cosmic Race*** **the worst game ever made for the PlayStation?** 2 **Could be, but *Spot Goes To Hollywood* is fighting hard for that dubious honor.**

Ask The Industry

Could someone from Sony please answer these questions for me?

1. I read that Mr. Ken Kutaragi, the father of the PlayStation, was quoted saying, 'there's still a lot of life left in the little grey box' and, that by the next E^3, he will show off the PSX at 100% of its power. Is this true? If so, when will we see the PSX showing full power? Is there going to be an add-on?

2. I've heard that Sony had a dispute with Capcom about *Mega Man VIII* and, if Capcom wasn't allowed to release it, then they wouldn't do *RE2* for the PSX. Is this true? When will *RE2* come out and will it be PlayStation exclusive?

3. Is there a PlayStation 2 in the works? When will it come out and what will it be capable of?
Thanks for answering,

Ismael O. Zavala
Chicago, IL

You ask the questions, the experts answer.

Sony Computer Entertainment's Response:

1. It is difficult to determine what "100% power of the PlayStation hardware" really means at this point. As software developers become more familiar with the PlayStation hardware, they will learn how to maximize the power of the PlayStation operating system.

According to Naughty Dog's co-founder and lead programmer Andy Gavin, 'The PlayStation is a very competitive development atmosphere, because there are so many third-party companies supporting it. Each company is striving to be the best by offering something new and innovative. Because of this, the threshold will be moved forward faster than with other console systems.'

2. Contrary to recent rumblings, Resident Evil 2 is again exclusive to the PlayStation game console. The game will be released by Capcom in the U.S. May '97. Mega Man VIII is currently being evaluated through Sony Computer Entertainment America's Third-Party Department. This title has not yet been approved or rejected.

3. PlayStation has only been on the market for 14 months, and has a long life ahead of it. The opportunities that exist within PlayStation have hardly begun to be exploited. There are so many things that have yet to be done with PlayStation software, that it's hardly time to be talking about what Sony Computer Entertainment will be doing with the hardware.

Sony Computer Entertainment America

ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.



Hey, Matt, does the sound that Yoshi and Mario make while they're doing the 'Secret Handshake' bother you, too? We thought so...

It's crying time

Could somebody please tell me why Nintendo decided to add the most annoying sound (baby Mario crying) to Nintendo 64? You know the part on *Mario 64* when Mario helps the little penguin find its mother? The baby yells the whole time. Why did Nintendo do this to us again? P.S.: I'm listening to the baby penguin while writing this letter.
Matt Lynch
Pittsford, NY

<<<PATRICK>>> *Well, when Nintendo came to us with a selection of annoying sound effects to include with* Mario 64, *we originally wanted to go with that great finger nails on the chalkboard sound or maybe some dubbed dialogue by Rosie Perez, but in the end we decided that tradition should prevail and we should leave that awesome crying penguin sound intact. Sorry, but maybe next time we'll go with the blackboard.*

<<<BILL>>> *I think it was that very sound that made me decide not to buy* Mario 64. *That, and the fact that Nintendo intentionally left out the really big gun for Yoshi that they promised me.*

SOS... SOS...

Do you know why they cancelled *Sailor Moon* and do you know if it's coming back to TV or cable? I'm a huge fan.
Kathy Velasquez
Tampa, FL

<<<CHRIS>>> *Unfortunately, there hasn't been any movement on this since our last* Sailor Moon *letter. The show still hasn't been put back on the air, but the Save our Sailors (S.O.S.) group are still petitioning stations over the internet at* **http://dau.physics.sunysb.edu/~ming/sos/index.shtml** *(whew!). In the meantime, fight the good fight, and watch the show on tape.*



Keep fighting the good fight, Kathy! We'll save *Sailor Moon* yet!!!





1-2 While *Mega Man 8* is still being evaluated by Sony, *Resident Evil 2* is ready to rock, so grab your shotguns, everyone!

http://www.ultragp.com

next month

MORE NINTENDO 64!



MORE NINTENDO 64 goodness from Tokyo. This month's report was just an appetizer — next issue, we get medieval on Nintendo's ass! (Um, we're not sure what that means, but take it from us, it's gonna be great!)



PLUS

An all-new and improved news section, featuring the most in-depth coverage of the hottest topics you'll find anywhere.

M2 — what's up with this thing, anyway? And how in the hell do you say 'Matsushita'? All will be revealed in our in-depth, undercover, secret agent-like report.

A plethora (that's right, a plethora) of previews and reviews, featuring the year's early blockbusters from Nintendo, Sony, and Sega, with some good stuff from those PC guys, too.

We make Roger eat a bug.

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BPA INTERNATIONAL

OK, this message is for any of our readers in the military Guys, I need a ride in an F-14D An FA-18 is OK but an F-14D is optimum! Uh — I can't really tell you why I need the damn thing, not at the moment anyway, but trust me... After all, I'm just a Managing Editor What harm could I possibly do with a state of the art fighter? All letters received are assumed to be for publication unless marked otherwise We reserve the right to edit such letters for reasons of space or clarity

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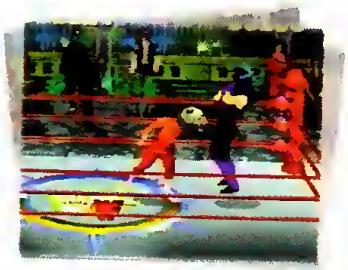
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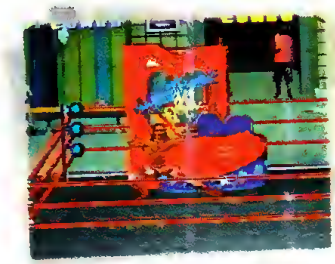


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